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Buichi Terasawa's . . .

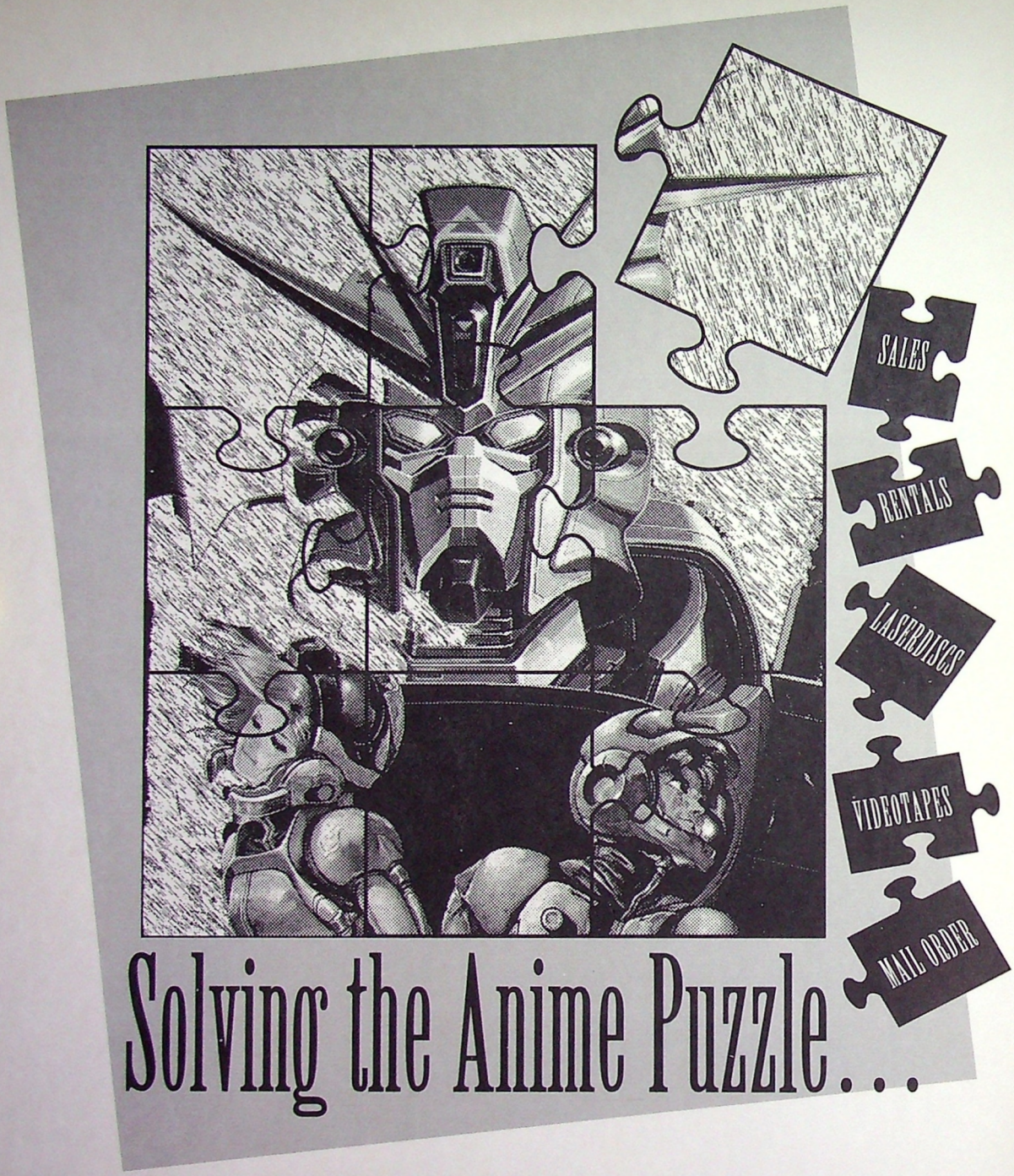
Silent Mobius

Star of the Kurds

Profile: Terasawa

Gundam Chronicles

Record of Lodos Wars



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11 ■ BUICHI TERASAWA

In this issue's ProFile, V.MAX looks at Buichi "Cobra" Terasawa's use of computer technology in producing manga. We will also take a sneak preview of his latest project—Takeru.

14 ■ WHAM!...BAM!...

Thank-you Gundam! In Part One of our inevitable discussion of the history of the Gundam phenomenon, Mark Schumann reviews the events leading up to the climactic 'One Year War.'

Missingchild. I'll make it true. • I'll make it real • Pictures in your mind will tell you what to do • Listen to the voice from nowhere saying to you. My son, my world will soon revive."

PANZER WORLD GALIENT

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Buichi Terasawa

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Dedicated to the anime fans of the San Francisco Bay Area

SUMMER FUN

BY
CHRIS KELLER

Well the weather is warming up and so are conversations about the not one, but two anime conventions coming to the Bay Area this summer. Opinions about the two conventions along with the reasons for why there are *two* conventions are many and varied. Despite the controversy, the result is two weekends of heaven for anime fans.

First up is **Anime America**, the newest anime convention held in the Westin Hotel in Santa Clara on June 25 to 27. Headlining the convention are *Haruka Takachiho* author of the **Dirty Pair** and **Crusher Joe** novel series. Three legendary Japanese artists will also be on hand. *Monkey Punch*, the creator of the classic **Lupin the 3rd** series and writer for several of animated Lupin productions will be there. Also on hand is *Kenichi Sonoda* whose work on **Bubblegum Crisis** and **Gall Force** is some of the most recognized in anime. *Johji Manabe* the creator of **Outlanders, Caravan Kid** and other works is returning for his third visit to the U.S.

The following weekend is the second annual **Anime Expo**. Held in Oakland at the Parc Oakland Hotel, Anime Expo '93 features legendary character designer *Haruhiko Mikimoto* who is also returning to the U.S. for his third straight appearance. Coming to Anime Expo '93 are two **Gundam** design veterans, character designer *Hiroyuki Kitazume* and mecha designer *Makoto Kobayashi*. Mr. Kitazume has designed characters for several of Sunrise's biggest shows such as **Gundam ZZ, MS Gundam "Char's Counterattack", L-Gaim, Aura Battler Dunbine** as well as supervising his own latest project the **Genesis Survivor Gaiearth** series. Mr. Kobayashi has designed mecha for **Z Gundam**, Gundam ZZ, **Venus Wars** and the current anime hit **Giant Robo**.

Silent Möbius fans will be pleased to know that *Michitaka Kikuchi* character designer for the Silent Möbius movies as well as the popular **Record of Lodoss Wars** OVA series will be coming to Expo. Finally the most intriguing guest of honor is american **Scott Frazier**, the first american to break into the Japanese animation industry. For fans who want a true western view on the anime industry and insights into anime production Mr. Frazier has a wealth of knowledge to share as well as his own artistic talents.

Despite all the negative talk, both conventions are a reality and an opportunity that fans can't afford to miss. Make it a two week instead of one week vacation and meet more guests and participate in more anime related activities than you ever will again. Rumor has it that next year Anime Expo will move the convention out of the Bay Area so there will never be another chance to meet as many anime pros in one place outside of Japan ever again. The final fate of these conventions is for time and the marketplace to decide not fanboy politicos. My advice is that for this one summer and this one chance to make the most of it and go to both shows. They both offer a great deal, so make plans. For this one final summer "Anime By the Bay" is one two week period that we will never see again.

Chris Keller

Chris Keller, Assistant Editor
完

COMING SOON

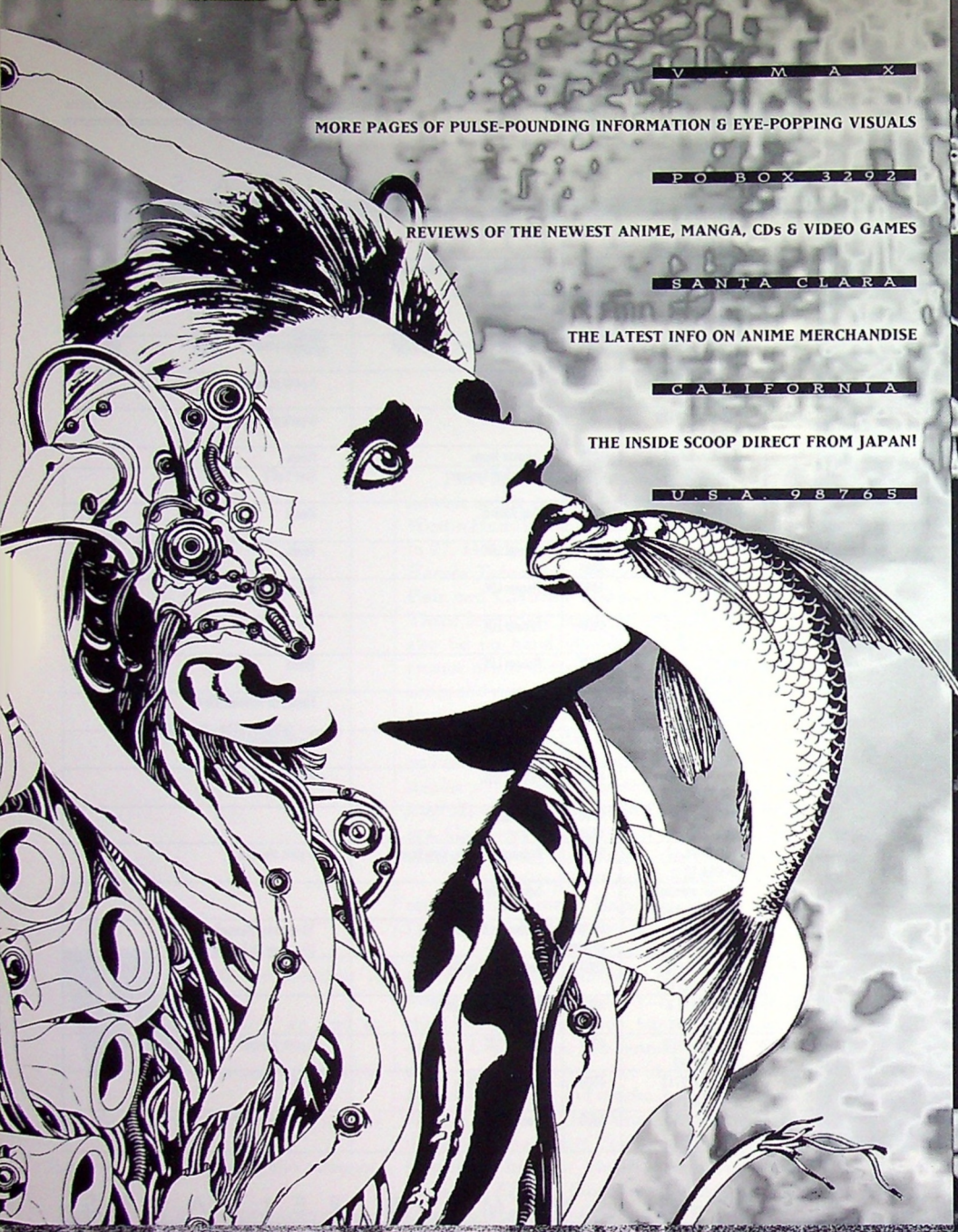
+ WHAT'S NEXT? +

ANIME ■ VIDEO ■ RELEASES

DATE	TITLES	TIME	ORDER NUMBER	¥	DISTRIBUTOR	NOTES
2/21	Giant Robo 2	44	VHS•686 LD•BEAL-496(CAV)	5800	Amuse Video, Bandai	7 parts planned
2/21	Ah! My Goddess	25	VHS•JSVA22101 LD•JSLA22101(CAV)	5300	Kodansha, Nihon Soft System	4 parts planned
2/21	Wolfguy Volume 3: Wheel of Blood	27	VHS•BES-786 LD•BEAL-509	4800	Bandai	4 parts planned
2/24	Ys: Shrine of the Sky—part 2	30	VHS•KFOVA-41 LD•KILA-51(CAV)	5800	Kadokawa Shoten, King Record	4 parts planned
2/25	Moldiver-1	30	VHS•PIVA-1007 LD•PILA-1139	4800	Pioneer LDC	6 parts planned
3/1	Cyber Formula Round 4	30	VHS•VPVV-63118 LD•VPLV-70221	4800	VAP	6 parts planned
3/16	Forever Firena 5,6	60	LD•TKLA-50073	6800	Tokuma Japan	Finale
3/21	Zeguy Volume 1	35	VHS•JSVA22111 LD•JSLA22111	4800	Nihon Soft System	Part 1 of 2
3/24	Supercat Nuku Nuku Phase-OIII	30	VHS•KIVA-153 LD•KILA46	5800	King Record	Finale
3/25	Green Legend Ran 3	45	VHS•PIVS-1159 LD•PILA-1132	10,094 8034	Pioneer LDC	Finale
3/25	Moldiver 2	30	VHS•PIVA-1008 LD•PILA-1140	4800	Pioneer LDC	6 parts planned
3/25	Kishin Hedan (Machine God Brigade)	60	VHS•PIVA-1013 LD•PILA-1145	4800	Pioneer LDC	7 parts planned
3/25	Tenchi Muyou 6	30	VHS•PIVA-1006 LD•PILA-1138	4800	Pioneer LDC	Finale
3/26	Here's Greenwood Volume 6	30	VHS•VIVF-10078 LD•VILF-26	7800 5800	Victor	Finale; LD contains 5 & 6
4/25	Kishin Hedan 2	30	VHS•PIVA-1014 LD•PILA-1146		Pioneer LDC	7 parts planned
4/25	Moldiver 3	30	VHS•PIVA-1009 LD•PILA1141	4800	Pioneer LDC	6 parts planned
4/x	Mamono Hunter Yoko 3	30	VHS•TA4409 LD•TLL2390	5500 4800	Toei Video	
4/x	Ys: Shrine of the Sky—part 3	30	VHS•KFOVA-42 LD•KILA-52	5800	Kadokawa Shoten, King Record	4 parts planned
4/x	Apferland Story	90	VHS•not announced LD•not announced		Tokuma Shoten	
4/93	Soryu Den 10	45	VHS•250510-7 LD•KVLA-1013	4800 69,600	Kodansha, Kitty Video	12 episodes planned LD pricing for box set
4/93	Soryu Den 11	45	VHS•250511-8 LD•KVLA-1014	4800	Kodansha, Kitty Video	
4/93	Soryu Den 12	45	VHS•250512-6 LD•KVLA-1015	4800	Kodansha, Kitty Video	
5/25	Kishin Hedan 3	30	VHS•PIVA-1015 LD•PILA-1147	4800	Pioneer LDC	7 parts planned
5/21	Zeguy 2	35	VHS•JSVA22112 LD•JSLA22112	4800	Nihon Soft System	Finale
5/25	NIKDUVER 4	39	VHS•PIVA-1010 LD•PILA-1142	4800	Pioneer LDC	6 parts planned

TRANSLATED ■ ANIME ■ RELEASES

DATE	TITLES	TIME	ORDER NUMBER	$	DISTRIBUTOR	NOTES
6/2	Grave of the Fireflies	88	VHS•CPM1053	39.95	U.S Manga Corps	Feature film (subtitled)
6/15	Urusei Yatsura TV volume 8	100	VHS•AT092-108	39.95	AnimEigo	Entire Series planned (subtitled)
6/15	Genesis Survivor Gaiarth: Stage 2	50	VHS•AT093-003	39.95	AnimEigo	Subtitled
6/25	Orange Road LD 1 (OVAs 1–4)	120	LD•AD093-001	64.95	AnimEigo	Compilation of four KOR subtitled OVAs
7/7	Harmagedon	132	VHS•USM1038	39.95	U.S. Manga Corps	Feature film (subtitled)
7/7	Odin	93	VHS•USM1074	29.95	U.S. Manga Corps	Subtitled
7/25	Madox-01/Riding Bean LD	100	LD•AD093-004	64.95	AnimEigo	Double feature (subtitled)
7/15	Ten Little Gall Force/Scramble Wars	70	VHS•AT-093-004	34.95	AnimEigo S.D.	Comedy double feature (subtitled)
8/15	AD Police File #1: Phantom Woman	40	VHS•AT-093-005	34.95	AimEigo	BGC spinoff series;part 1 of 3 (subtitled)
8/25	Orange Road LD#2 (OVAs 5–8)	120	LD•AD-093-002	64.95	AnimEigo	Compilation of four KOR subtitled OVAs



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Star of the Kurds

by Chris Keller

Translations by Kensaku Nakata

Written in 1984 during the Iran/Iraq war, Yoshikazu's Star of the Kurds (Kurdo no Hoshi) never achieved the popularity of his previous work *Arion*. The story was written after a trip to the Mediterranean, and features lots of desert locales much as Arion did. Fans of Yoshikazu will note that the character designs for Demarul and Jiro are almost identical to the character designs for **Sencho** and **Yü** from the Sunrise TV series *Giant Gorg* which Yoshikazu also created around this time. Finally, a word of caution; despite its topical nature, this story was not heavily researched. Many of the Kurdish characters have western names and many of the locations may not actually exist.

Yasuhiko has always excelled at writing moving adventure stories, and Star of the Kurds ranks highly among them. It also points out and champions the plight of the Kurdish people who, almost ten years after this story was written, are still suffering the persecutions depicted in this comic.

Characters:

JIRO MANABE: A young boy of Japanese/Kurdish descent who is looking for his missing parents in the Kurdistan areas of Turkey. As Jiro tries to discover the whereabouts of both his mother and father, he learns more about his Kurdish ancestry and about himself. At first he resists being made a member of the Kurdish tribes and being a Kurdish warrior fighting against the oppression of the Turkish government.

LIRA: A young female biker who saves Jiro in the streets of Istanbul. Half Kurdish herself, she follows Jiro on his quest to find his parents. She was named after the Turkish currency.

DEMARUL (AKA KASHIM): The "iron arm" of the Kurdish militia. A violent man with a sense of honor and duty. He wants Jiro to assume his role as heir to leadership of the Kurdish people. He acts as Jiro's guide through the complexities of life amongst the Kurds.

IRMA: Luke's fiancée through an arranged marriage. A classic Yasuhiko beauty, she is strongly attracted to Jiro which enrages Luke. Jiro is torn between his attraction to her and his feelings for Lira.

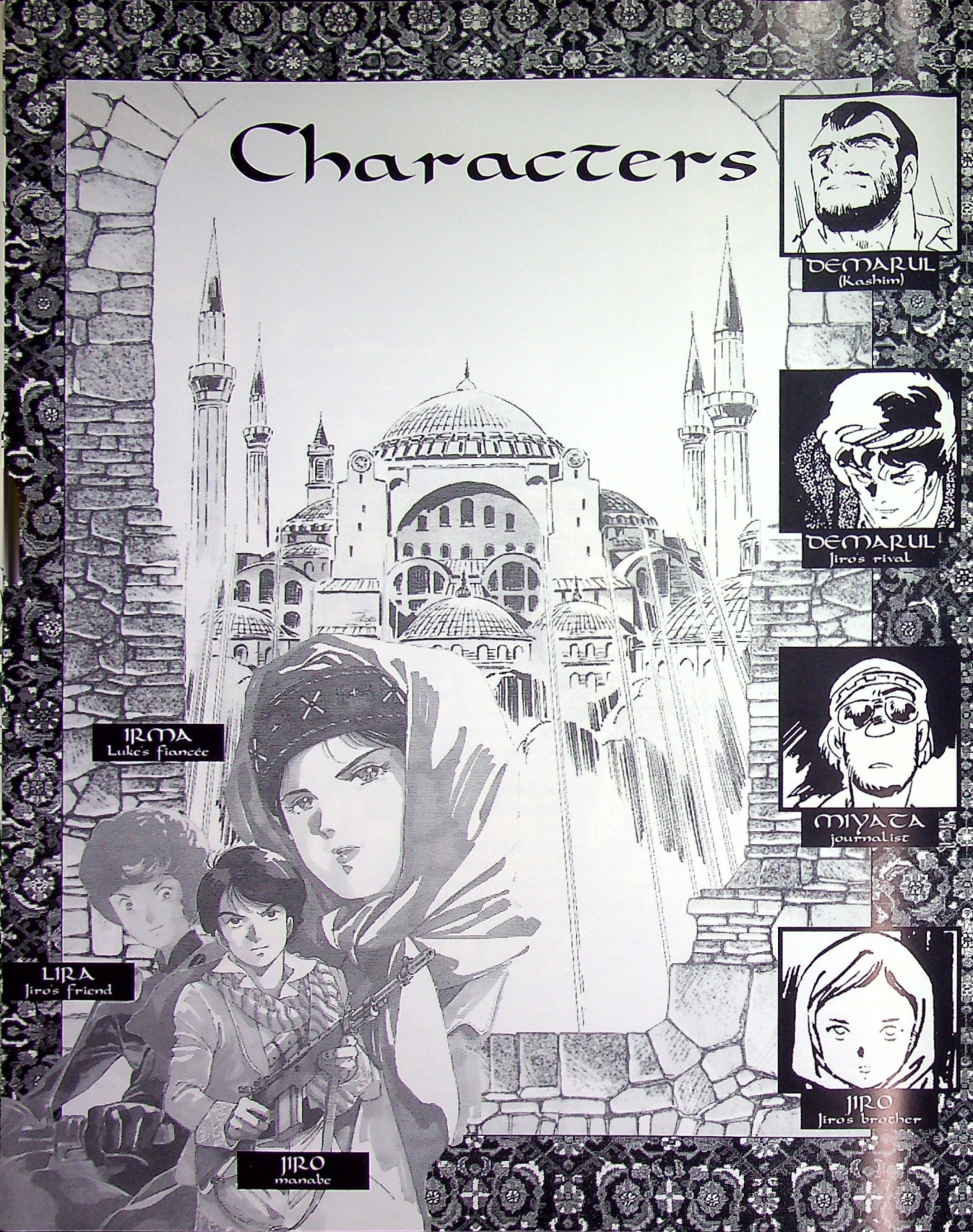
MIYATA: A Japanese freelance journalist, he stumbles on to Jiro's situation after hearing of the disappearance of a Japanese national visiting Istanbul. He seeks out Jiro to help him find his father and also get a great story for himself.

LUKE: A young man of the Kurdish tribe who resents Jiro. He sees the young boy as a rival to the leadership of the Kurds. He is also humiliated when Irma makes advances towards Jiro. He resents Jiro as a half breed and an outsider, and opposes his becoming part of the Kurdish tribes

THE OTHER JIRO MANABE: Jiro's younger brother of whom he knew nothing before coming to Turkey. Now Jiro must not only find his parents, but also learn the origins of his new-found brother.

❖ *continued on page 7*

Characters


DEMARUL
(Kashim)
DEMARUL
Jiro's rival
MIYATA
journalist
JIRO
Jiro's brother
IRMA
Luke's fiancée
LIRA
Jiro's friend
JIRO
manabe

❖ *from page 5*

Istanbul 1984

Upon receiving a letter from his Kurdish mother (whom he hasn't seen or heard from in 10 years) Jiro Manabe travels to Istanbul, Turkey to see his mother who is offering to help him find his missing father.

Chapter 1

At the hotel, Jiro receives a call from the front desk saying he has a visitor. Expecting his mother he is surprised when a huge, rough-looking man appears at the door. Explaining that he is Jiro's driver, the man tells Jiro that he will take him to see his mother.

The two arrive at an Istanbul night club, and the huge man whom everyone refers to as Kashim introduces a performing belly dancer to the disbelieving Jiro as his mother. In a back room, Kashim explains that the Turks and Iraqis are oppressing the Kurdish people and that Jiro's father is missing because of the Iran/Iraq war. He goes on to explain that the Turks won't help search for his father because of the war. When a hooka (opium water pipe) is brought out, Jiro gets angry at the prospect of the two smoking hashish and breaks the hooka.

Kashim laughs, explaining that it contained only tobacco. Kashim then pushes Jiro into the dancer's arms and he briefly wonders if this woman holding him could still possibly be his mother. The woman, whose name is Sally, smiles at the young boy but says nothing.

At that moment, an employee of the club bursts in warning Kashim that there are Asiz (Turkish military police) soldiers outside. As the soldiers raid the club, Kashim quickly leads everyone out the window and onto the roof. Kashim also tosses Jiro a revolver.

Unfortunately, as a confused Jiro lags behind the Turkish soldiers open fire from the window. Jiro falls off of the tiled roof and through a window of a neighboring building and down a flight of stairs. Stunned by the fall, he staggers out of the building and walks straight into a pursuing soldier. Instinctively, he points the revolver and shoots, killing the soldier instantly.

Shocked by his own actions, Jiro runs away as shots from the pursuing soldiers ricochet behind him. At the end of the alley, he is blinded by the headlight of a motorcycle. The girl rider, seeing him pursued by the authorities, generously offers him a ride and the two flee with the Asiz in hot pursuit. After a harrowing chase through the backstreets of Istanbul, Jiro and the girl biker whose name is Lira meet up with Kashim's jeep. Jiro and Lira jump into the jeep just as the Asiz open fire and destroy Lira's precious bike.

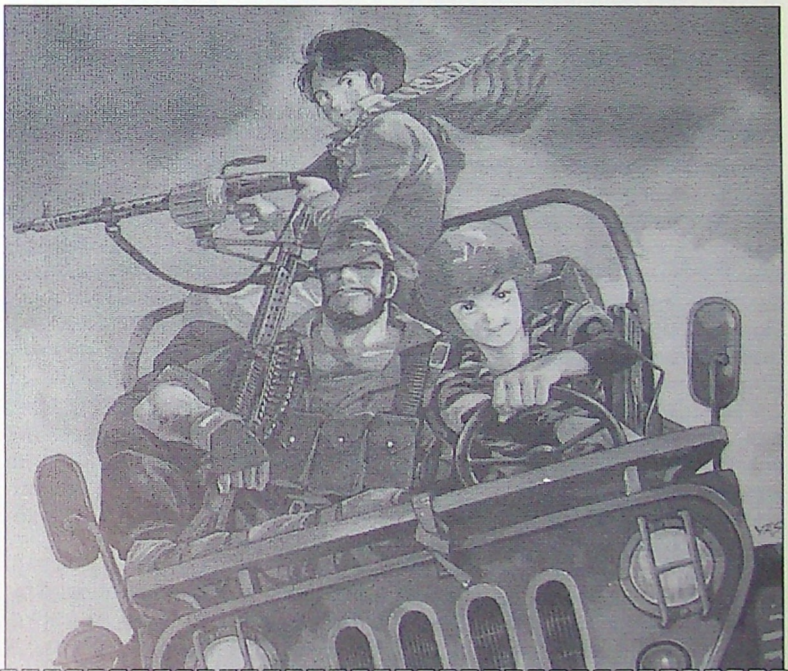
At the Asiz HQ we learn that Kashim (whose real name is Demarul) is wanted desperately by the Asiz for his activities with Kurdish rebels. The Asiz commander stares out the window and ponders the phrase "The Star of the Kurds". As the Asiz cordon off most of the escape routes from the city, Demarul decides to run the blockade on one of the bridges running through town. His heavily armored jeep contains two small rockets that manage to make short work of the armored personnel carrier and trucks that make up the roadblock.

Chapter 2

The next morning Jiro, Lira, Demarul, Sally and the thin man who had warned them the night before pull into a remote village. Lira, complaining of how uncomfortable the ride was and how hungry she is, chases off after some chickens.

As Jiro chases after her, Lira quickly pulls him into a small alley. She warns him that Kashim and his friends are dangerous Kurdish guerillas and asks what he, Jiro, plans on doing. Lira clearly wants him to escape with her and feels that they should get away from the others as soon as possible. Lira goes on to insult the Kurds calling them thieves, liars and murderers.

Unfortunately, Kashim appears behind her and has overheard everything she has said. He reacts by brutally striking Lira. Jiro quickly intercedes and tells Kashim that if he hurts her anymore Jiro will not cooperate with him



Jiro, Demarul & Lira

anymore. Kashim comments that Jiro is acting like a Japanese and tells them to get back to the jeep.

In the car, Jiro asks Kashim to let Lira go explaining that she doesn't want to be involved and that she had saved Jiro's life the night before. Kashim responds that he will not harm her. Jiro asks why he should trust him since he has done nothing but lie to him since they met. Kashim doesn't answer and simply replies that Jiro should sleep since they will be in Kurdistan by next morning.

Lake Van

On arriving in the Kurdistan area of Turkey, the group is met by Luke who leads an armed guerilla force. Luke immediately confronts Jiro to see if he is experienced in martial arts. Luke sarcastically asks Jiro how he can properly greet "The Star of the Kurds".

Kashim tells Jiro that he doesn't need to greet Luke and menacingly reminds Luke that Jiro is HIS guest. Kashim announces that he is going to take Jiro to the Kurdish chieftain. Kashim then tells Luke that he had best not harm Jiro. Luke takes exception to Kashim's veiled threats and the two end up in a knife fight.

Lira explains that this is why she dislikes the Kurds because they are so violent. Jiro is shocked at the deadly fight. Just then the Aga Ulmark (ed. the term Aga literally means leader, and roughly corresponds to king or chief) appears and orders the two to stop their fight. He then turns his attention to Jiro. He apologizes for Kashim's and Luke's behavior. He then introduces himself as Ulmark, Aga of the Fullart Kurds.

Jiro asks Ulmark what he wants of him. Ulmark comments that Jiro's mixed heritage is a contradiction. His Japanese half is polite and gentle while his Kurdish half is brash, courageous and strong. Ulmark then leads Jiro down a dark corridor to meet someone. A puzzled Jiro walks down the corridor and as the corridor darkens the Ulmark closes a door behind Jiro locking him in the corridor.

As Jiro walks down the corridor he sees someone waiting for him in the dark. A frightened Jiro calls to the figure and a small child appears introducing himself in Japanese as Jiro Manabe. Two Jiro Manabe's?!!

Jiro asks the young boy who his father is and he responds that his father was Toshiro Manabe. When asked about his mother the boy only responds that she is "sleeping in the mountains."

Ulmark then reappears and Jiro asks to see his mother. Ulmark leads him back to a tent where Kashim and Sally are. Jiro pulls Sally's top off and observes that there are no bite marks on her breast to indicate having nursed children. Jiro then pulls out a revolver and shoots up the tent, not hitting either Kashim or Sally. He then storms out of the tent in front of a stunned Kurdish tribe.

Later, he thinks back on his troubled life growing up in Japan. Living in Japan with a mixed heritage, he suffered greatly at the hands of other children and learned to fight back, causing adults to dislike him even more. Because both his natural parents were missing, he stayed with his grandmother who was his only comfort. Falling asleep, he dreams of his mother in the Turkish mountains. The dream turns sour as Kashim appears, and he accidentally dreams that he shoots his newfound brother.

Jiro wakes to find Lira leaning over him and telling him that they have a chance to escape. Lira has found some military motorcycles, and the two take off for Istanbul. Meanwhile, Luke and Irma are in hot pursuit in a jeep equipped with an anti-tank gun.

Luke instructs Irma who is manning the gun to aim for Jiro and to forget about the girl. Luke wants the boy dead. Instead, Irma misses but the shell comes close enough to end the escape attempt. Captured, the two are returned to camp.

After a beating, Luke orders Jiro to stand and challenges him to a fight. Luke offers Jiro their freedom if he wins. At first Jiro refuses, but Luke begins to threaten Lira.

Jiro then asks Luke if this behavior is typical of a Kurdish warrior who the Aga said was courageous and brave. As the fight begins, Jiro wonders why Luke wants to kill him so badly. Jiro manages to land a few blows and the Kurds watching begin to heckle Luke. Luke then attacks more ferociously but Jiro throws his knife and manages to strike Luke in the stomach. Luke is furious and accuses the victorious Jiro of cheating (no throwing knives in a Kurdish knife fight evidently) and incites his Kurdish friends to help him kill Jiro.

At that moment, Kashim shows up and stops the attack and chides Luke for being beaten by a boy. Luke responds in turn that Kashim uses children as shields in a cross fire. Luke accuses Kashim of being a disgrace to the Kurds. Meanwhile, Irma begins to take notice of Jiro. Kashim tells Jiro not to be too happy about beating Luke. Since he didn't kill him he has made him into a living enemy.

Kashim leads Lira and Jiro on a mule ride to an unknown destination. Kashim instructs the kids to call him Demarul since "it is better between friends." Demarul reveals that Luke wants him dead because Jiro's mother was the Aga's daughter. Luke feels that Jiro is a rival to his dream of being the Kurdish leader. He then tells Jiro what he knows about Jiro's parents

Jiro's father, Toshiro Manabe, ran off with the Aga's daughter and Kashim was sent out after them. As time passed, the girl was discovered living in Istanbul with a newborn child. The child was sent off to Japan and the girl disappeared.

Ten years later, the Aga ordered Demarul to get the boy back to Kurdistan so that the Aga would have an heir. It was Demarul who sent the letter to Jiro, and not his mother. Luke on the other hand isn't too hot on the idea of Jiro being the next Aga of the Kurds. On hearing the story of his birth Jiro isn't too crazy about the idea either. Just then a Turkish military plane begins a strafing run on the Kurdish village.

During the attack, Jiro is sent into the tunnels to find and comfort his brother. Afterwards Demarul is standing over the dead body of Sally who died valiantly fighting off the Turkish

Jiro proves worthy of Luke's challenge

attack. Demarul apologizes for tricking Jiro into coming here, and Jiro expresses his sorrow for Sally's death. He had heard from the other tribesmen that she was Demarul's wife.

Whether it was the brutality of the Turks attacking a village or finally accepting his own heritage, Jiro stands in front of Demarul with a determined look on his face. Demarul recognizes the look and acknowledges that Jiro has made a fateful decision.

"That look. Then it's all right. You're willing to fight for us. Then from today onward Jiro, you are the Star of the Kurds."

Sometime later, the Kurds along with Jiro are attacking a Turkish convoy. At the Turkish Republic government HQ, a meeting discussing the Iran/Iraq war is underway. Because of the war, a number of Kurds from Iraq are flooding into the Kurdistan region of Turkey. The government proposes the elimination of all Kurdish guerilla groups on the basis that they are a threat to national security.

Back at the Kurdish camp. Jiro's squad has returned. Luke and his men have left, possibly for good. Jiro and Lira talk about the fighting. Jiro tells Lira that she should leave since this isn't her fight. She reminds him that she is half Kurdish as well. But Jiro doesn't realize that her real reason is that she has feelings for him.

Disgusted, Lira leaves in a huff. Soon afterwards, Irma comes into Jiro's room. Jiro, suspicious of her, asks what she wants. Silently, she offers herself to him.

The furniture collapses under the weight of the two, and the naked Irma tells Jiro that she has wanted him since before he defeated Luke. That was why he she didn't hit him with the anti-tank gun. She was betrothed to Luke since birth. She tells Jiro that Luke will try to kill them both now because she is in love with him. She also comments that she heard that the Aga's daughter, Jiro's mother, looked like her. Irma then chides Jiro that he is soft-hearted to come all this way to look for his mother.

Demarul's heavy footsteps cause Irma to flee. Smelling a woman's scent in the room, Demarul assumes that Jiro has made love to Lira. Demarul tells Jiro that they will soon leave for a Kurdish city inside Iraq called Elbil where they can rest and re-arm.

In Elbil, Lira goes shopping with Jiro and Demarul. Demarul discovers that they are being tailed by a member of the Turkish secret police. He gives Jiro a piece of paper with an address, and tells him that he is to eat it if either of them should get caught.

Collecting Lira, Jiro tries to find the address on the piece of paper while eluding the secret police. The pair soon gets lost, and Lira and Jiro soon start arguing over whose fault it is. Soon a bullet strikes nearby announcing Luke's presence. Jiro realizes that Irma must have told him where he was, playing the two against each other to see if they would kill each other.

Jiro tries to escape from Luke and his men with Lira and manages to break into a nearby building. There he encounters a Japanese freelance journalist named Miyata. Miyata knows who he is and offers the two some tea. He tells Jiro that the Japanese embassy has decided that Jiro's disappearance was just an accident. Miyata was intrigued however, and found that there was a connection to a researcher named Toshiro Manabe who was researching ancient cultures in the region.

Miyata had been waiting in Elbil for more information when Jiro showed up. He explains that he can help Jiro search for his father. He tells Jiro that his father was researching the historical facts behind Noah's Ark. Miyata also tells Jiro that he doesn't know what intrigues his father may have gotten into but that all the information available indicates that he must still be on Mt. Ararat. 完

Postscript

This is the end of Book One of Star of the Kurds. In Book 2, Jiro will travel to the mountains of northeastern Turkey searching for his parents. There, he has run ins with Luke and the Turkish army and uncovers a secret Soviet base. More action-packed adventure from Yasuhiko Yoshikazu.

*Star of the Kurds by Yasuhiko Yoshikazu. Published by Gakken. First published in Nora Comics in 1984.

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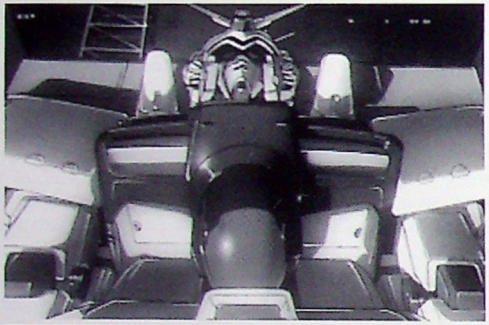

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BUICHI TERASAWA

BY
JAMES MATSUZAKI
ELIZABETH BALES

Special thanks to Peter Wong & Junko Ito

During July 4th weekend, 1992, *Buichi Terasawa*, creator of **Space Cobra, Midnight Eye Gokuu** and **Kabuto**, was a Guest of Honor at Anime Expo '92. Thanks to Expo Press Liaison *Peter Wong*, V.MAX had the opportunity to interview Mr. Terasawa and learn from him firsthand about his exciting new project, **Takeru.**

The production aspect of the manga is probably as remarkable as the manga itself. Takeru's production team may be the first to use computers as a creative tool for manga. As Terasawa described it, he and his assistants sketch the preliminary drawings as in a conventional manga project. Afterwards, however, the drawings are scanned and stored onto a computer hard drive. The stored images can then be manipulated with far greater speed and less effort than is possible with standard hand crafting.

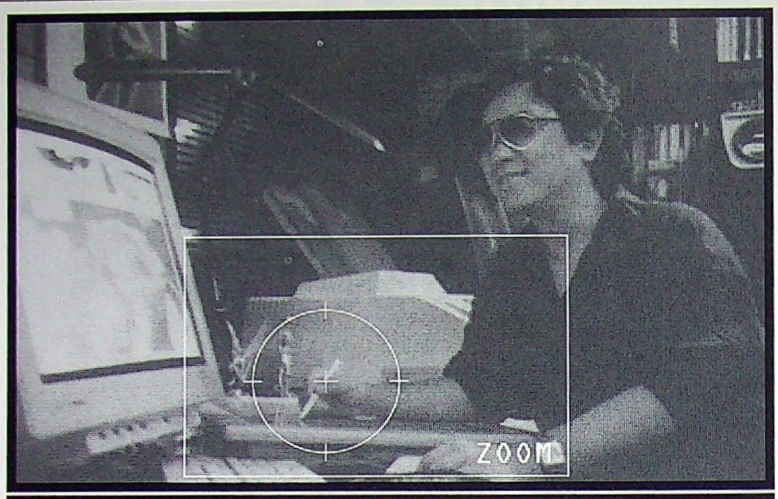
Consequently, many aspects of production and virtually all aspects of post-production work is done on the computer. This includes 'inking', visual effects, adding word balloons, and flowing the images into page panels. With conventional manga, these tasks involve teams of specialized production assistants and hours of pain-staking labor. On Takeru, these are almost effortlessly done on computer screens.

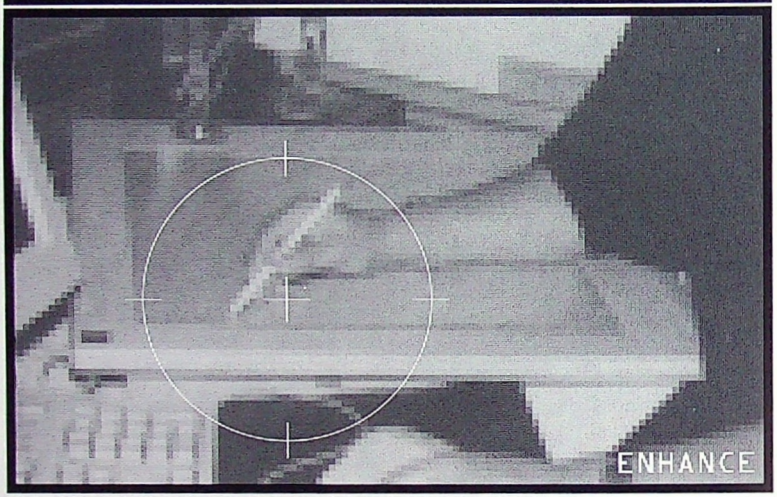
In addition, the capabilities of computer graphics software, including the ability to manipulate scanned images (raising or lowering a character's hand, for instance) and the ability to incorporate vast numbers of paint and visual effects are at the artists' beck and call. The possibilities opened up to manga artists by both the labor-saving aspects and the greater ability to manipulate two-dimensional forms by computer are potentially earth-shaking. And this brings us to another aspect of Takeru.

The scanned images can also be colored by computer, in fact the completed manga will consist entirely of color pages, something rarely, if ever, seen before in the black and white world of manga. Further on the subject, each panel will be an animation cel quality print of brilliant color and style. Not only will the Takeru manga be a stunning piece of manga art, but the production techniques used can also be applied to animation as Terasawa readily admits.

Terasawa says he was long interested in computer graphics technology and techniques and possibly applying

❖ *continued on page 29*





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PART 1
SIEG ZION

The idea that man could one day emigrate into space began in the latter half of the 20th century. On October 4, 1957, the USSR shocked the world by putting the first man-made object into earth orbit, a small sphere called "**Sputnik**." The dawning of the space age was heralded by people the world over receiving Sputnik's radio beacon on their radios and televisions. Despite the fact that the United States immediately began to scramble to catch up, it was the Russian **Yuri Gagarin** who was the first man in space on April 12, 1961.

These events sparked the imaginations of scientists and science-fiction authors the world over. What was once only a dream had now entered the realm of the possible. In 1969, Princeton professor **J.K. O'Neill** drafted a proposal for space colonization. Professor O'Neill's proposed orbital colonies were man-made cylinders 32 kilometers long and 3 to 6 kilometers in diameter that would have living space for approximately 32 million people. This dream seemed even more possible once an American, **Neil Armstrong**, set foot on the surface of the moon.

This event was followed by rapid developments in science, but Professor O'Neill's dreams remained that until the late 1990s. In 1993, over-population, pollution and shortages of resources precipitated a series of limited wars across the globe. When these conflicts proved that the United Nations were incapable of playing the role of a world-wide governing body, the **Earth Federation Government** was formed in 1999 to play a governmental and peace-keeping role on a global scale. One of the Earth Federation Government's first acts was to announce a comprehensive space colonization program in July of 1999. The commencement of this program would lead to the construction of hundreds of Professor O'Neill's colonies, and the emigration of two-thirds of the Earth's population into space.

By the year 2000, one of the major problems facing the earth, aside from overpopulation, was dwindling resources and energy. Efforts to develop new energy sources were intensified, with the majority of research going to solar and fusion power. Satellites were put in earth orbit that collected solar energy and beamed it to earth in the form of microwaves. In 2026, an energy research fleet is sent to *Jupiter* from lunar orbit. In later years, gas skimmers would routinely make runs from the Jovian satellites to Earth carrying tons of methane and hydrogen skimmed from the atmospheres of Jupiter and its moons.

In 2045, construction of space colonies began in orbit at *Lagrange Point 5*. These points near earth were chosen because the gravitational forces acting on any object in a Lagrange Point cancel each other out, so any object placed in a Lagrange Point will stay there.

Some years later, 2045 becomes Year 0001 of the first Universal Century and a program of forced immigration to the new colonies, known collectively as *Side 1*, begins. This program was made necessary by a terrestrial population of 9 billion. Earth simply could not deal with the burdens a population of this size entailed, so the government decided to force the excess population into space. At the same time, construction of colonies at other Lagrange Points begins.

By 0024, a permanent lunar city, *Von Braun*, is completed. The next "Side" of colonies at *L4* is completed in 0034. By 0040, 5 billion people, 40% of human population, live in space. An asteroid, *Juno*, is moved into lunar orbit to ease population pressures and provide raw materials for construction.

At about this time, the seeds of a new idea are planted. The philosophy called "**Eleism**" becomes popular among "**Spacenoids**," as the colonists are called. The tenets of this philosophy are that humans should move into space, so as to allow the Earth, the cradle of life, to recover and return to a pristine state.

This idea is not very popular with "**Earthnoids**," who see Spacenoids as being inferior to Earthnoids, and the colonies as a source for resources not available on Earth anymore. Most food eaten by Earthnoids, as well as most raw materials used for manufacturing, are produced in space and shipped to Earth at almost no cost. However, it is a reasonable assumption that any goods produced on Earth and shipped up to the colonies would be almost prohibitively expensive. Furthermore, the Earth perceives the colonies as being government property, and thus under complete Federal jurisdiction. Nonetheless, the colonists were none too pleased at being treated as second-class citizens of the Federation. Centuries before, similar policies of colonialism that Great Britain enforced on

* NOTE: Every effort has been made to ensure that spellings are as accurate as possible.

the American colonies resulted in a revolution and the birth of a new nation.

In 0045, a man named **Zion Zum Daikun** combined a pro-Side political agenda with Eleism, and began the **Contolism** movement. Zion proposed that the colonies were not merely a replacement for the Earth, but the future of mankind. Man had developed as far as possible on Earth, and had to move into space to further evolve.

This movement gathers support among the colonists, who represent a sizable majority of human population. By 0050, 9 billion out of a total population of 11 billion live in space. Daikun gains enough support for his philosophy that in 0052, he moves to the colony of *Sweetwater* at *Side 3* and gathers his supporters there. By 0058, he had drafted a plan to make Side 3 independent of the Earth.

In reaction to this swell of anti-Earth sentiment, the EFM converts the asteroid Juno into a military base, *Luna 2*. In 0059, the EFM space forces are organized. Later that year, the EFM enacts the "**Year 60 Plan**," a program of accelerated military buildup and ship production.

In 0063, Zion Zum Daikun declares Side 3 to be the independent Zion Republic. He backs up this declaration with the formation of the **People's Defense Guard**, the Side 3 militia. In response to this declaration, the Earth Federation imposes economic sanctions on Side 3. These sanctions would be strengthened later in 0067.

From the standpoint of comparing the amount of men and materials both sides could field, it would have seemed that Zion was doomed to failure, either through economic pressure or by military defeat. But in 0065, something happened that would prove a godsend to the fledgling republic. **Dr. Y. Torenov Minofski**, a noted physicist, published a series of papers on a new school of experimental physics, instantly dubbed "**Minofski Physics**." Minofski physics was based upon the theoretical existence of the **Minofski Particle**, which has an inertial mass of almost 0, carries either a positive or negative charge, and absorbs most forms of radiation.

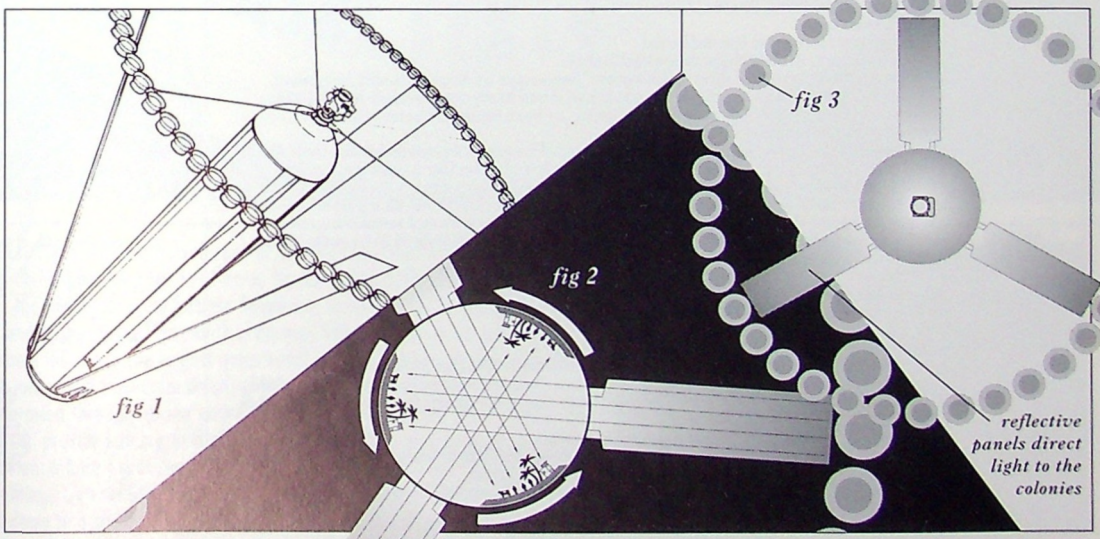
The existence of this particle is substantiated in October of 0069, and this discovery will change the nature of warfare forever. The harnessing of the Minofski particle will lead to the development of near-perfect radar jamming, the **Mega-Particle Gun**, and smaller, lightly shielded fusion power plants. But none of these new devices would appear until after a dark day in 0068.

In October of that year, Zion Zum Daikun dies under mysterious circumstances. His supporters believe he was assassinated, but have no solid evidence. Zion's advisor, **Degin sod Zabi**, assumes the position of Premier of the Republic. It is under Zabi's leadership that extensive research is done on Minofski physics and their military application.

After the existence of the Minofski particle is proved in October 0069, research efforts are doubled, and a reorganization of the Zion Republic takes place. First, the People's Defense Guard is upgraded to become the **Zion National Armed Forces**, a tightly disciplined army. Soon after this, Zabi proclaims Side 3 to be the *Duchy of Zion*, with himself the first ruling Duke and his progeny his heirs. This is followed by the assassination of **Sasuro Zabi** by unknown forces, and a purge against Zion Daikun's supporters by the government.

During this turmoil, Zion loyalists entrust Zion's children, **Cassoval Rem Daikun** and **Artesia Som Daikun**, to **Jinba Ral**, a dedicated follower of Zion Daikun. They escape to France, where Cassoval and Artesia are adopted by the wealthy Mass family and grow up under the aliases **Edouard** and **Sayla Mass**.

Meanwhile, Side 3 is rapidly undergoing the conversion from a republic to a fascist state. In 0070, Zion researchers complete a 10-meter tall humanoid mecha prototype by combining practices derived from space pod construction and **AMBAC (Active Mass Balance Auto Control)** technology. AMBAC



Various views of a typical "Side" Fig 1 exterior, Fig 2: cross sectional cut-away showing how centrifugal force creates an artificial gravity, Fig 3: this Side has agricultural "farms"

GUNDAM TIMELINE

AD 1957 — UC 0079

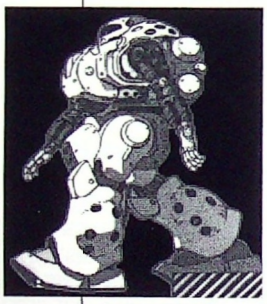
PRELUDE TO THE ONE YEAR WAR

UNIVERSAL CENTURY A.D.

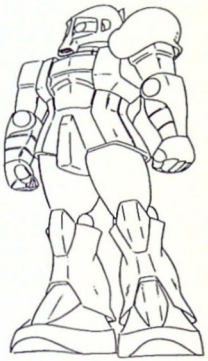
1957.10.04 First artificial satellite launched by Soviet Union.
1961.04.12 **Yuri Gagarin** first man in space (Soviet Union).
1969 Princeton professor **G.K. O'Neill** proposes space colony concept.
1969.07.20 Apollo 11 lands on the Moon's surface (United States).
1993 World-wide battles occur. Threat of World War III.
1999 **Earth Federation Government** formed. Space projects escalated.
2005 First solar power generator satellite launched.
2009 Federation armed forces established.
2026 Energy research fleet sent to Jupiter from lunar orbit.
2045 Construction of the first permanent space colony (later known as Side 1) begins.
0001 The age of space colonization begins Total population of Earth exceeds 9 billion.
0009 **Zion Zum Daikun born.**
0017 **Degin Zabi** born.
0027 Completion of *Von Braun*, first lunar colony.
0040 ■ 40% of Earth's population, approximately 5 billion, live in colonies.
■ The philosophy of "**Eleism**" develops—"Man should leave Earth, the cradle of life, to conserve her."
0044 Giren Zabi born.
0045 ■ Zion Daikun begins to preach an ideology called "Contolism", a blend of Eleism and "Side-ism."
■ In order to ease the problems of increased pollution and population pressure, *Juno*, a small asteroid (later *Luna 2*) is moved into lunar orbit for colonization purposes.
0050 Human population reaches 11 billion, of whom 9 billion live in space.
0051 **Dozul Zabi** born.
0052 Zion Daikun moves to Side 3 to establish a colony based on his ideology of Contolism.
0055 **Kyshiria Zabi** born.
0058 Zion Daikun's colony forms a stable republic.
0059 ■ **Cassoval Rem Daikun** born.
■ **Garma Zabi** born.
0060 ■ The **Earth Federation Military (EFM)** begins its "**Year 60**" project to strengthen its forces.
■ Luna 2 begins to evolve into a military installation.
■ **Bright Noah** born.
0062 ■ Zion Daikun declares Side 3 independent from the Earth Federation government. He forms a national defense army for the colony, the **People's Defense Guard**, and becomes the leader of the new government.
■ **Artesia Daikun** born.
0063 The Earth Federation imposes economic sanctions on Side 3.
0064 ■ **Amuro Rei** born.
■ 0060 military enhancement plan initiated.
■ Luna 2 made into a military base by the EFM.
0065 **Professor Y.T. Minofski** develops a new system of theoretical physics called "**Minofski Physics.**"
0067 ■ The Earth Federation strengthens its economic sanctions against Side 3.
■ Zion People's Defense Guard upgraded to a national armed force.
0068 Zion Daikun dies (possibly by assassination). He is succeeded as Premier of the Republic by Degin Zabi.
0069.08.16 ■ The *Duchy of Zion* is formed. Degin Zabi declares himself ruling Duke.
■ Degin's second son, **Sasuro Zabi**, is assassinated.
■ In order to strengthen the Zabi family's rule on Side 3, Degin begins a pogrom against supporters of Zion Daikun.
■ Zion's two orphans, Cassoval and Artesia, escape to Earth under the care of **Jinba Ral** and his wife.
■ Minofski particles are observed, thereby confirming the laws of Minofski physics.
0070.03 ■ The Zion army discovers how to use Minofski particles to jam electronic communications (the "Minofski Effect").
0070.05 ■ A new type of heavy ordinance, the **Mega Particle Gun**, is developed.
0070.09 ■ The EFM begins another cycle of military preparations and reinforcement (the "**Year 70**" project).
■ **Salamis** and **Magellan** class space battleships commissioned.
0070.12 ■ Construction of *Side 7* begins.
■ Luna 2 is moved into its final orbit at the L3 point.
■ **Camille Vidan** born.
0071 ■ Zion Research and Development Command founded.
■ A micro-fusion reactor is completed using the new Minofski physics.
■ The Zion army begins development of new "mobile weapons." These weapons are designed to be small, high powered, and extremely mobile. They are also designed to operate in areas of space heavily contaminated with Minofski particles.
0072 Zion constructs an asteroid base in the asteroid belt, called the Axis. the base is intended to mine raw materials and potentially to be used as a space fortress near Earth.
0073 First of the new style mobile weapons is completed. Fully anthropomorphic, it acquires the name **Mobile Suit** (model **MS-01**).
0074 ■ Cassoval Daikun (who has been living on Earth as Edouard Mass) infiltrates Side 3 as **Char Aznable** and enrolls in the Zion Officer's Academy.
■ The Zion army continues research into mobile suits, developing in succession the **MS-02**, **MS-03**, and **MS-04** prototypes. By using the principles of Minofski Physics, they outfit the MS-04 prototype **Zaku** with a small internal fusion reactor.
0075.02 The Zions develop the **MS-05 Zaku**, the first prototype which is considered battle-worthy. The MS-05 is a modified MS-04.
0075.05 The MS-05 is mass-produced.
0075.07 ■ First **Musai** class light cruiser commissioned.
■ The EFM begins development of mobile suits for use inside Earth's atmosphere.
0076.12 The Zions begin to develop various types of mobile suits for a campaign on Earth.
0077 ■ The Duchy of Zion speeds up preparations for its war of independence.
■ Char Aznable and Garma Zabi graduate from the officer's academy.
■ A squad equipped with MS-05 Zaku Mobile Suits intervene in a revolution on Side 6 (their first use in combat).
■ The Duchy of Zion expands its sphere of control to include the moon. This claim is reinforced by a squad of space battleships.
■ EFM acquires information on mobile suit construction via espionage. Using it, they complete the prototype **RX-75 Guntank**.
■ **Sayla Mass** (Artesia Daikun) moves to Side 7.
0077.08 Development if the improved **MS-06A Zaku II** prototype is completed.
0078.01 Production of **MS-06C Zaku II** begins. Later, mass production of the **MS-06F Zaku II**. Eventually, 3,111 Zaku IIs will be built.
0078.05 ■ Despite the fact that construction is not yet completed, immigration to Side 7 begins.
■ Zion military develops prototype mobile suits for use in atmosphere,land and oceans (**MS-07–09**, and **MSM-01–08**).
0078.10 The Duchy of Zion announces a general mobilization.
0079.01.03 ■ The Duchy of Zion declares war on the Earth Federation.

ZION ZUM DAIKUN | CASSOVAL REM DAIKUN aka EDOUARD MASS aka CHAR AZNABLE | ARTESIA DAIKUN aka SAYLA MASS

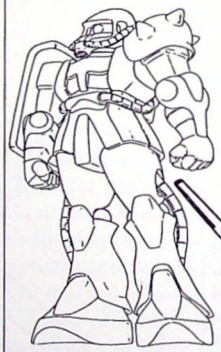
DEGIN ZABI | DOZUL ZABI | GARMA ZABI | KYSHIRIA ZABI



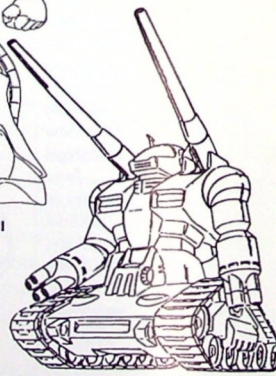
MS-01 PROTOTYPE*



MS-05 ZAKU I

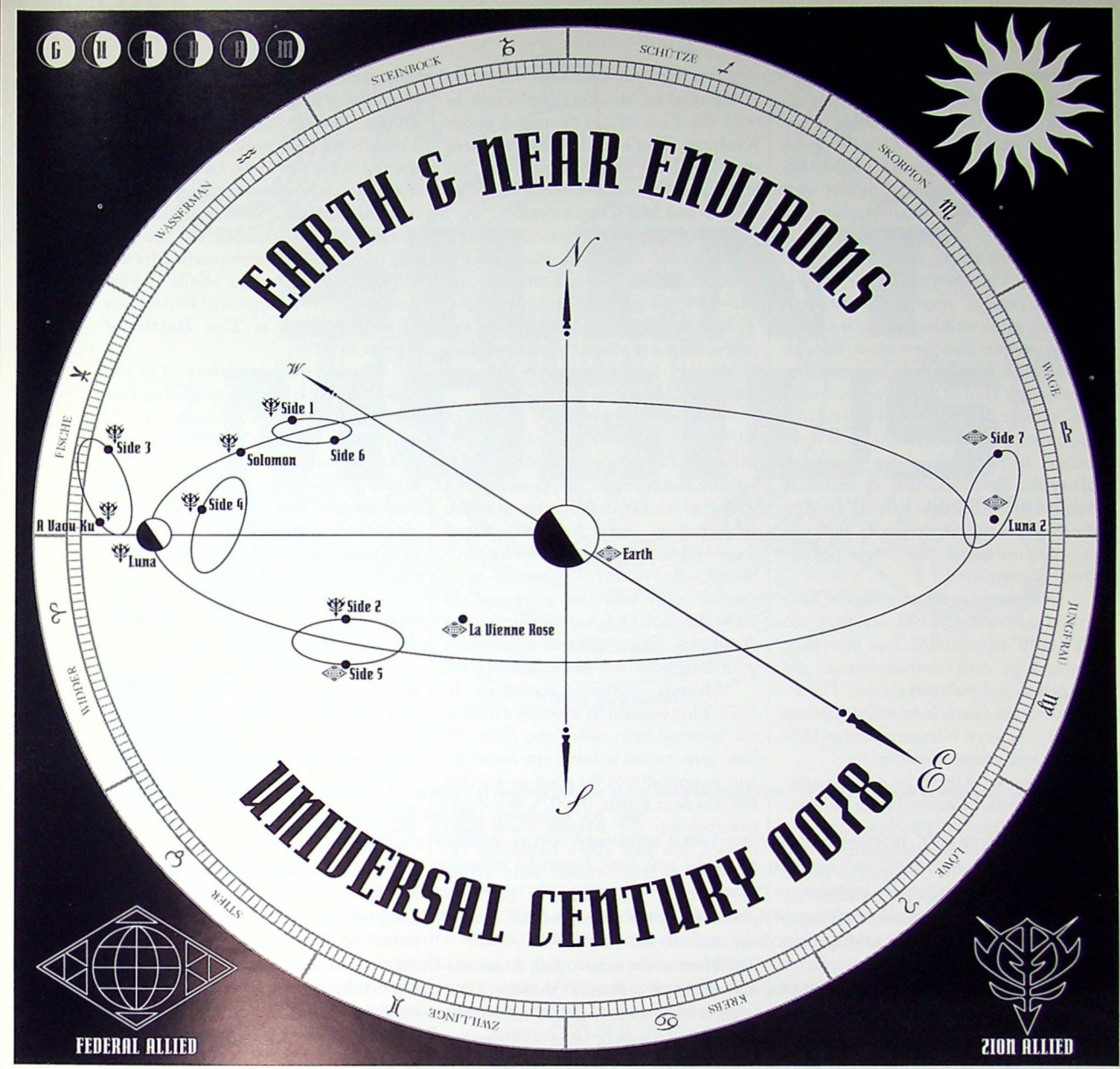


MS-06F ZAKU II



RX-75 GUNTANK

* NOTE: The MS-01 prototype never appeared in the original 1979 Gundam TV series. This drawing appeared in the book M.S. ERA (1990), hence its more contempory design.



The Earth Sphere at the outbreak of the One Year War: Until January 3, 0078, space was fairly evenly divided between the two forces. The Zions held **Side 3** and the asteroid fortress of **A Vaoah Ku**, the **Moon**, and the fortress **Solomon**. In blitzkrieg attacks, the Zions would capture **Sides 1**, **2**, and **4**. During the first month of the war, **Side 6** would declare itself neutral, while **Side 5** would become the site of the largest space naval battle in history. However, the Zions would fail to capture it, and Side 5 would remain allied with the Federation. **Side 7** and **Luna 2** remain allied with the Federation throughout the entire war and afterwards. The EFM's mobile space dock, **La Vienne Rose**, provided many EFM ships with the supplies and repairs necessary to continue fighting. La Vienne Rose never stayed in one position too long so as to avoid Zion attacks. After a month of fighting, Zion soldiers would occupy nearly half of the Earth's surface, and the fighting would grind down to a stalemate until the Federation developed the **RX-78 Gundam**.

LAGRANGE POINT/LOCATION		COLONY
L1	Side 4 (Mura)	
L2	Side 3 (Munzo)	Sweetwater, Tiger Balm, 24 Bunch
L2	A Boa Ku	
L3	Side 7 (Noah)	Green Noah 1 & 2 (Gripps)
L3	Luna 2	
L4	Side 2 (Hatte)	13 Bunch, 25 Bunch
L4	Side 5 (Ruum)	Texas, Pezun
L5	Side 1 (Zahn)	30 Bunch, Londenion, Shangri-La
L5	Side 6 (Rhea)	
—	mobile	Solomon, La Vienne Rose
—	Luna (Moon)	Grenada, Von Braun

allows zero-gravity maneuvering through the moving of limbs (and shifting of the center of mass). This will prove beneficial in the long run, as the use of AMBAC allows the construction of mecha with fewer maneuvering thrusters, thus saving on weight.

The first prototype is ridden with problems. The autobalancing system is still not perfect, resulting in frequent toppling while walking. There is also no power source that generates enough power while remaining light enough, to provide the kind of performance a military vehicle will need. But as research continues, in March of 0070, Zion technicians discover how to jam radar using Minofski Particles; this is instantly dubbed the "**Minofski Effect**." In May, the first working prototype of a new type of heavy ordinance, the "mega-particle gun," is completed.

In response to the escalation of Zion armed forces, the EFM activates the "**Year 70**" plan in 0070. Two new space battleships are commissioned, the **Magellan** and **Salamis** classes. The asteroid fortress *Luna 2* is moved to *Lagrange point 3*, and work is begun there on Side 7, a Federal research colony.

However, in 0071 the Zions change modern warfare forever. Using the principles of Minofski Physics, the Zion Military Research & Development Command successfully construct a micro fusion reactor. Instead of conventional, heavy metal shielding, this reactor uses a layer of Minofski Particles as shielding, resulting in a small, light weight reactor capable of producing large amounts of power. Following this discovery, the Zion army begins development of new "mobile weapons." These weapons are envisioned as being small, high powered, and extremely mobile. They will also be able to operate in areas of space heavily contaminated with Minofski particles.

Faced with the realization of what his discoveries are going to be used for, Dr. Minofski flees to Earth in 0072, where he discloses all the secrets of Minofski Physics to the EFM. He will later develop energy capacitor technology for the EFM, and the lack of this technology will limit Zion Mobile Suit performance.

Undaunted by Minofski's defection, in 0073 the Zion R&D Command, under **Kyshiria Zabi's** leadership, produces the **MS-01**, the first "**Mobile Suit**." It is still a prototype, but is followed by the **MS-02** and **MS-03** prototypes.

In 0074, the same year Edouard Mass infiltrates the Zion Officer's Academy under the alias "**Char Aznable**," the **MS-04 Prototype Zaku** is produced. This is the first Mobile Suit to have the power output required by the Zion High Command. It is 17.5 meters tall, and armed with a 100mm machine gun.

This design is followed in May of 0075 by the **MS-05 Zaku**, an improved version of the MS-04. It is armed with a 105mm machine gun, and powered by a Minofski micro fusion reactor. It is also protected by a new kind of armor, a multi-layered cable-mesh armor for maximum flexibility. Twenty-nine combat-ready units are produced. In 0076, the Zion Defense Ministry orders **Anaheim Electronics** to experiment with designs for land-based mobile suits.

Military escalation continues. In 0072, Zion constructs a fortified base in the asteroid belt, called the Axis. the base is intended to mine raw materials and potentially to be used as a space fortress near Earth. In 0075, the Zions commission the **Musai** class light cruiser, the first space battleship capable of carrying mobile suits. Using these ships, the Duchy of Zion expands its sphere of control to include the surface of the moon.

Meanwhile, responding to rumors and espionage, the EFM begin their own experiments in mobile weapons, resulting in the **RX-75 Guntank**.

By 0077 the Zion Duchy commences full-scale preparations for a war of independence. In 0077, Char Aznable and **Garma Zabi**, close friends, graduate from the Zion Officer's Academy. Later that year, Zakus are used to suppress an uprising on *Side 6*. As a result of this skirmish, the EFM acquires data on mobile suits and begins work on their own.

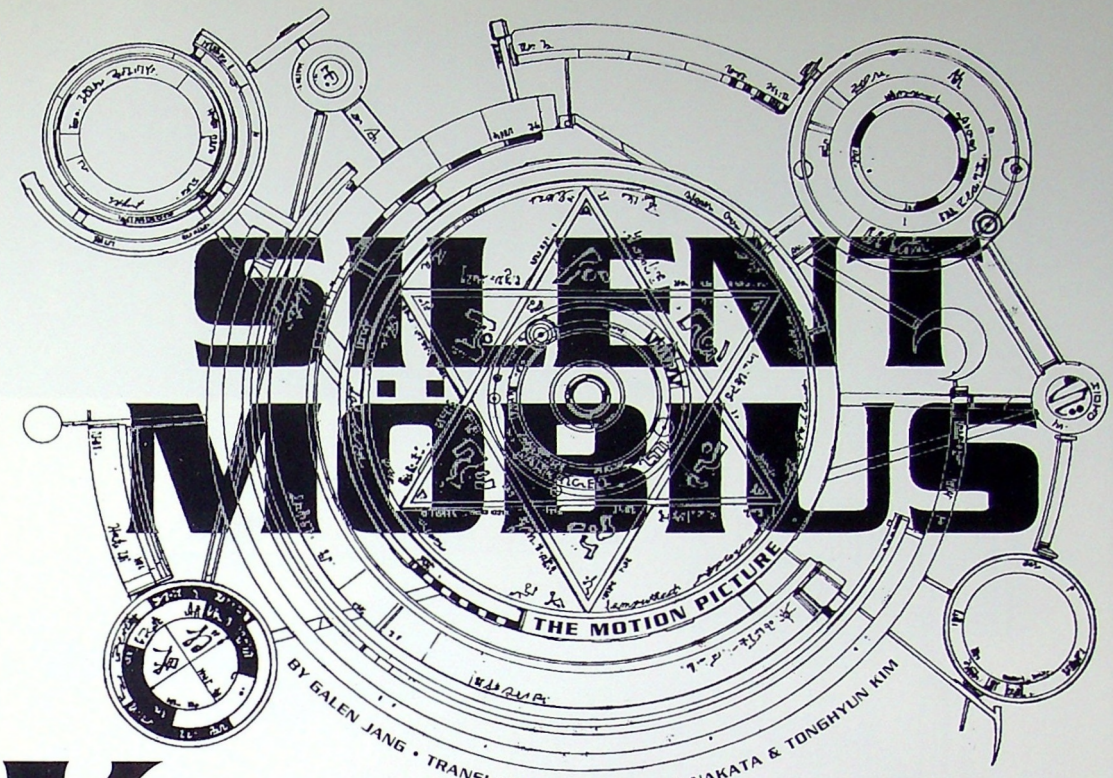
In January 0078, the Zions produce the **MS-06C Zaku II**. This is an immensely improved version of the MS-05. It is 17.5 meters tall, and is armed with a 120mm machine gun, a 240mm bazooka, and a "heat hawk." The MS-06C was very heavy, as sandwiched in between two layers of armor was a special polymer used for radiation shielding. This measure of protection was required by the fact that the 240mm bazooka carried by the MS-06C fired nuclear shells, which accounts for the number of Federation ships destroyed at **The Battle of Ruum** in 0079.

The MS-06C was followed by the **MS-06F**, the first mass-produced mobile suit. It weighed 74.5 tons, up to 72 tons lighter than the MS-06 because it lacked radiation shielding. It also had a higher power output. This suit, along with most of Zion's Mobile Suits, was mass-produced by the **ZIONIC Corporation**. Through the end of 0078, the Zions experiment with prototype version of the **MS-07**, **-08**, and **-09** for ground use, as well as the **MSM-01** through **-08** for marine use.

In October of 0078, the Duchy of Zion declares a state of national mobilization in preparation for war. The Side 3 colony of *Quintzem* protests Zionist policies, but the protests are put down with Mobile Suit troops. In December, an attempt is made on the life of Degin's eldest son, **Giren**.

Finally, on January 3, 0079, Zion declares war on the Earth Federation. Mobile suit troops commence blitzkrieg attacks on Sides 1, 2, and 4, achieving overwhelming success. During the week of incessant attacks that follow, the Zions indiscriminately use biochemical and thermonuclear weapons. This whirlwind of destruction climaxes in **Operation British**.

The Zions force a Side 2 colony out of orbit, intending to hit EFM headquarters in *Diablo, South America*. The colony misses, and impacts with a force of 0.5 billion megatons on *Sydney, Australia*. By the time the light of the explosion fades and the "impact winter" begins, 550 million people are dead after only a week of fighting. Yet this is only the beginning of one of the bloodiest conflicts in human history, and it will come to be known as **The One Year War**. 完



BY GALEN JANG • TRANSLATIONS BY KENSAKU NAKATA & TONGHYUN KIM

Kia Asamiya's manga masterpiece was animated and released as a movie last year. A second movie was released in the summer of '92.

Silent Möbius, strictly speaking, is not Asamiya's own personal creation. The story and idea is good old Asamiya (who also created Gunhed and the current manga hit Dark Angel) but there are a number of "assistants" credited in the manga. The character design assistant is Michitaka Kikuchi (see V.Max 3's Roach Klips section about Asamiya and Kikuchi's enigmatic relationship). The monster designer is Yasuhiro Moriki. Mechanical design is done by Moriki and Mika Akitaka. The above named were credited as such for the movie as well.

The story of Silent Möbius combines themes from the science fiction, fantasy and horror genres. It seems that the twenty-first century world is in bad shape. The population is exploding. Acid rain is falling. The environment—well you know the rest!

To make matters worse, a series of mysterious crimes apparently caused by supernatural creatures are occurring with alarming frequency. These creatures, called either the **Yoma** or **Lucifer Folk***, are demonic beings from an alternate dimensional plane. The obscure aim of this world, referred to as Nemesis, obviously involves world conquest in one form or another (one wonders why they want to live on a polluted Earth.)

To combat this unknown menace, a special police unit called the **AMP (Attacked Mystification Police)** was formed in 2023. The unit consists of six young women of extraordinary powers. They are armed with the latest technology available. One weapon at their disposal is the graviton gun. It causes the spiritual being it hits to implode as though sucked into a black hole.

The movie centers on the origin of **Katsumi Liquer**. In the manga, she starts out as a veteran member of the AMP. The movie tells how she came to join up in a long flashback sequence. The memory is not pleasant for Katsumi.

* Though called "Lucifer Hawk" in the film, "Lucifer Folk" was used in the manga. "Hawk", "Folk", or "Yoma" are all correct.

THE ATTACKED MYSTIFICATION POLICE

■In Tokyo, the acid rain fell in torrents; the population in excess. In the year 2000, monsters began to inhabit the planet. This coincided with a series of horrifying occurrences. To combat this threat, the Attacked Mystification Police Dept. was created. It was the year 2023.

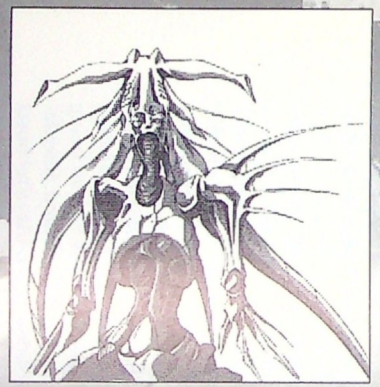
1. Katsumi Liquer

The main character of the story. She is the daughter of **Gigelf** and **Fuyuka** Liquer, respectively the most powerful sorcerer and sorceress of their generation. She inherited not only their power, but also something mysterious. She is sometimes referred to as the "key" to the door between Nemesis and Earth, though the meaning is not yet clear. ■ She wields the sentient sword **Glospolina the Sword Emperor**. Glospolina is more than just a talking sword. It is a channel for the powers of planetary and other heavenly spirits. Despite her awesome power as a sorceress, Katsumi is a good-natured woman who has come through many hard situations without leaving pieces of her humanity behind. She also has a long standing romance with Roy, an ordinary police officer.

2. Kiddy Phenil

The muscle of the AMP, she was mutilated by a rogue android years ago. Instead of prosthetics and implants indistinguishable from normal limbs in form and function, she had her body parts replaced with metallic cybernetic parts which give her superhuman strength. She wants revenge against the android who hurt her. ■ The price, as she perceives it, is the loss of her femininity because she now needs a special spray to

LUCIFER FOLK ■ There are at least three levels of Lucifer Folks, conforming almost to an evolutionary scale. At the highest level are human-like beings. Mid-level Lucifer Folks are sentient but have less evolved forms, while lowest level are comparable in behavior and form to simple terrestrial organisms.



of that, she has a short fuse and leaps impulsively into combat.

3. Nami Yamigumo

Always dressed in the robe of a Shinto priestess, she comes from an old clan whose members all have supernatural powers. She is the only one of her generation who has passed the trial required of every member of her clan, and as such is the rightful heir to the leadership of the clan. Her mystical abilities are mostly centered around spirit papers upon which she inscribes mystic characters and spells. With these, she can construct a spirit shield to either contain or destroy a supernatural being. She is a very shy girl who is almost pathologically conscious about cleanliness.

4. Lebia Maverick

The computer genius of the group, she has no supernatural or superhuman powers. However, using her equipment she can enter into the "logic space" inside computer data structures (readers of William Gibson's cyberpunk novels should find the concept familiar). There, her power is great indeed. ■ She has a pet AI (Artificial Intelligence) named Louie who serves as a kind of high tech demon familiar in logic space(two other AI created by her are called Huey and Dewey). Ordinarily she coordinates operations for AMP, but in this movie she also serves as the nurse for Katsumi's mother.

5. Yuki Saiko

The youngest and maybe the weakest member of the group, she is the last survivor of a secret project devoted to produce superhumans at any cost. Her powers are unreliable and undefined. Usually she has precognitive flashes if anything bad will happen in the future. ■ In a pinch, she can demonstrate immense telekinetic power and even superhuman strength. More often, though, she needs the help of her teammates a lot. Though she acts like an airhead, Yuki can show the courage and fortitude needed to survive the sometimes inevitably tragic situations the AMP is drawn into.

6. Rally Cheyenne

The leader and founding member of the AMP, her past is mostly a mystery. It is revealed, however, that she is half Lucifer Folk. She has the appearance of a normal human woman, but her power surpasses that of mid-level and possibly is equal to upper-level Lucifer Folk. ■ As a child, Rally and her sister Rosa were both reviled by normal humans who somehow sensed their demonic heritage. Rosa was driven to the side of the Lucifer Folks. Rally chose to protect rather than destroy the world which has rejected her.

Fuyuka Liquer

Katsumi's ailing mother. She was a media spiritualist celebrity during the late twentieth century (as seen in volume 4 of the manga series). Other than that, her past is a total mystery. ■ Towards Katsumi, she is a caring mother who tries her best to shield her daughter from a cruel world and learns, as all mothers do, that such effort is always doomed to failure.

TOKYO 2028

Kiddy chases a will o' wisp down a tunnel. She fires a graviton blast at the Lucifer Folk and misses. **Nami** establishes a spirit shield, but the Lucifer Folk take advantage of her fastidiousness and get past her without much trouble.

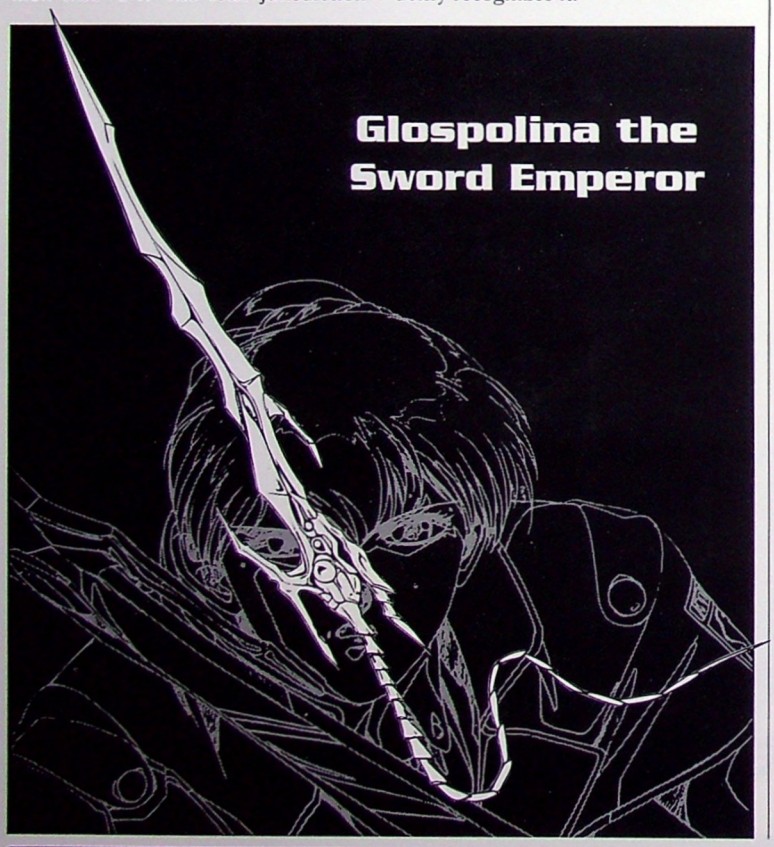
It is projected that this manifestation of the Lucifer Folk will go to *Spiral*, the space elevator which goes into operation in a few weeks. (Okay, okay I know it's impossible to build a space elevator in non-equatorial Tokyo, but consider this: no American science fiction movie or TV series even mentions the concept. That puts the Japanese animators ahead on scientific literacy.) **Lebia**, coordinating the operation from the AMP command ship hovering overhead, observes that the inside of Spiral is being absorbed by the invading entity. Spiral is slowly rotting away.

Yuki explains to a group of policemen that AMP has total jurisdiction over this supernatural event. Katsumi flies by in a police vehicle called a spinner. As Yuki looks at the space elevator, she gets a precognitive flash of some future disaster.

Rally gives orders to Nami and Kiddy to get into position around Spiral. She tells them that this Lucifer Folk is quite powerful. They should avoid direct single combat with it if possible.

Katsumi walks into Spiral with **Glospolina the Sword Emperor**. Glospolina tells Katsumi that it is having trouble either locating the enemy or assessing the extent of its power. Somehow the enemy can cloak its presence from Glospolina's supernatural senses. Katsumi recites the contract that binds her with Glospolina. The sword extends to its full size and says "Yes, Master."

The Lucifer Folk arrives. As Katsumi readies for battle, she suddenly recognizes it.



FLASHBACK

Katsumi travels to Tokyo to visit her seriously ill mother, **Fuyuka Liquer.** At the hospital, Fuyuka tells Rally that she doesn't have much time left. She says that Katsumi will hate her for the future she will be forced to face.

In Tokyo, Katsumi ditches her taxi in a congested traffic lane and tries to take a shortcut through an alley. Without realizing it, she walks through a supposedly impassable spirit shield set up by Nami. She is set upon by Kiddy who asks "What are you?"

Just then, the Lucifer Folk Kiddy and Nami were trying to ambush show up. This is before the invention of the graviton gun and Kiddy has to rely on good old-fashioned bullets. The result is quite gory. As the Lucifer Folk disintegrates, it says to Katsumi "You are the key." Katsumi passes out.

Katsumi wakes up in AMP headquarters. Kiddy and Nami want to detain her for investigation. Rally walks in and says Katsumi is free to go. Rally also tells Katsumi about the secret invasion of demonic beings from a supernatural world and AMP's duty to stop it. Despite her own experience, Katsumi finds the story hard to swallow.

Kiddy objects to letting Katsumi go so easily. Her obvious hidden supernatural abilities need to be studied. Rally merely replies that the operation is over.

Katsumi and her mother have a bittersweet reunion. Fuyuka tries to make her daughter feel better by saying that there's nothing seriously wrong with herself. Katsumi gets very upset when she sees Tarot cards on her bed. She tells her mother that mere cards can't be believed.

Katsumi then gives her mother what is a very precious gift in these times: a real flower. As Fuyuka brushes Katsumi's hair like old times, she discovers some split ends. She tells her daughter that she should take better care of her hair because she is a woman.

Later as she checks into her hotel, Katsumi discovers that she is being followed by Kiddy and Nami. She demands to know why. At the hotel

restaurant, she is told that she is the center of recent Yoma activities and that they were both ordered to guard her. Nami says that she can feel the "warm" power that protects Katsumi. Katsumi reacts to all this by getting very upset and telling them that everything they told her was ridiculous.

Apparently safe in her room, Katsumi decides to take a shower. As she undresses she curses her protectors, saying "Lucifer Folk? Spirit Shield? Magical powers? This is just absurd!" Unfortunately, as she takes her shower a Lucifer Folk drops in for a visit. However, Katsumi's power subconsciously comes into operation and destroys the demon. Kiddy and Nami burst in and revive an unconscious Katsumi, who then blames the two for everything that's happened to her.

Once again, Katsumi is walking down a deserted alley when she runs into an apparition that looks just like her. It asks her "Who are you? Where did you come from? Where are you going?" Under the yoma's prodding, images from both her past and future leap from her subconscious and overwhelm Katsumi. The philosophical inquiries get dangerous when she is grabbed by her shadow and pinned down by the same Lucifer Folk who had been harassing her.

Kiddy and Nami arrive, but their combined power proves less than adequate. Gloats the entity, "Know the depth of our hatred, heir of Liquer. I claim your power."

Fuyuka senses that her daughter is in danger. She struggles to help even after her sickness worsens. Lebia arrives and tries to put her back to bed. Fuyuka refuses and begs her to take her someplace where there is no one around.

On the summit of the uncompleted space elevator, Fuyuka puts her own blood on the comb that held a few strands of Katsumi's hair and draws a blood pentagram around it. Then she calls, "If you want the life and soul of Katsumi Liquer, I give it to you!"

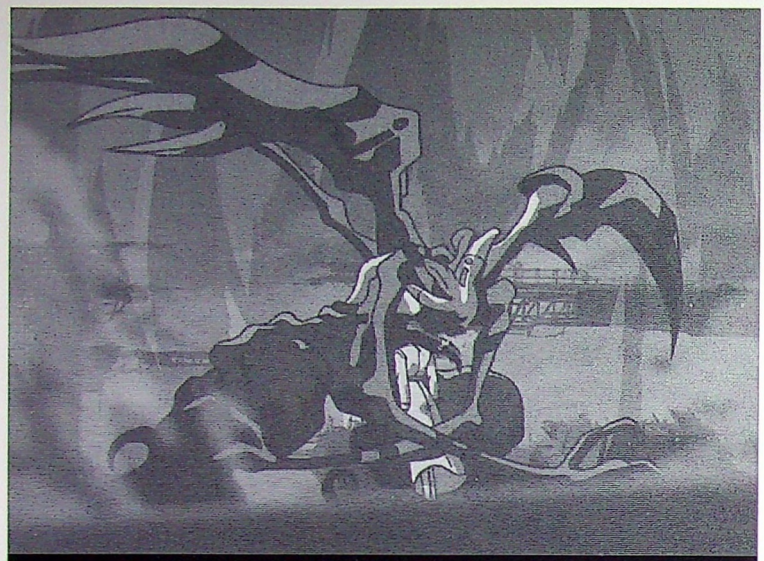
The Lucifer Folk is confused by Fuyuka's spell. Fooled into believing that the real Katsumi is elsewhere, it flies off leaving its prey behind. Once it arrives at the pentagram, Fuyuka activates the spell, trapping the demon and herself inside a force field. "I will take you into the eternal darkness with me!" she cries.

"Know the depth of our hatred, heir of Liquer. I claim your power."

Rally picks up Katsumi. She tells her that she inherited great powers from her parents. For years, Fuyuka had been cloaking the powerful presence of her daughter from the Yoma. She wanted Katsumi to have a normal life without danger from the supernatural enemies.

Katsumi couldn't use her own power because she had neither the knowledge nor the belief necessary to use it properly. The Lucifer Folk didn't sense her until she unknowingly crossed the spirit shield set up by Nami. Rally tells Katsumi that she understands it's very frightening to accept these truths. Perhaps more frightening than accepting death itself. But Katsumi must make the choice herself.

Rally's vehicle arrives at the space elevator. Katsumi walks into the force field and finds her mother and the Lucifer Folk together in an unholy embrace. Fuyuka tells her "Be strong, strong as your father, strong enough to protect the ones you love...Katsumi, my Katsumi, I will always love you. I will be watching over you with your father, Katsumi!" She dies, and the demon is banished. De-



Fuyuka cries, "I will take you into the eternal darkness with me!"

spite her awakened powers, Katsumi cannot stop the tragedy.

Rally offers to take the pendant left behind by Fuyuka. The pendant was from Gigelf, Katsumi's father, and supposedly contained his spirit. Katsumi grabs the pendant. Then in her grief, she condemns everyone in the AMP as being responsible for her mother's death.

FLASH TO PRESENT

Katsumi fends off the attack of the Lucifer Folk, realizing that it's the same one that killed her mother. The visions of the past were sent by the demon to distract her. "I have been waiting for all this time in the eternal darkness where your mother had imprisoned me. I will rip you apart and devour your body."

Katsumi calls upon the powers of the sun and the moon. However, Glospolina reports that the Lucifer Folk is using the fabric of spacetime as a shield. It quickly knocks Glospolina from her and clamps its jaw around her hand. As Katsumi hangs bleeding in the jaw of the demon, one of her searching hands finds a knife, the same knife that Fuyuka used to bleed herself in order to draw the blood pentagram. She realizes that this is that same place where it happened.

She lets her own blood to form the same blood pentagram as the last time. Calling upon the powers of the four archangels Michael, Gabriel, Uriel and Raphael, she stabs the demon with the knife. With Glospolina again in hand, she summons the celestial spirits to her aid and destroys her mother's killer forever. The resulting explosion disintegrates the space elevator.

Later, Rally asks Katsumi if she did let out her anger and had revenge against her mother's killer. Katsumi says that she did not fight for revenge, she fought as a member of the AMP.

As Rally leaves, she muses cryptically "The silk of the spider has just been cut. We are not ready to get out of this hell any time soon*." 完

POSTSCRIPT

The English-dubbed Silent Möbius 1 hit U.S. theaters this past fall. Produced by Streamline Productions, it was paired with *Manie Manie (retitled as 'Neo-Tokyo Stories')*. Viewers of MTV's Liquid Television are already familiar with Manie Manie's "Running Man" sequence.

The plot for Silent Möbius 2, released in late summer '92, focused on how Katsumi, lingering in the depths of despair, and Yuki Saiko came to meet and how they both eventually enlisted in the AMP. Also, Lebia Maverick got a laser killer satellite of her very own.

*

This is in reference to a Buddhist legend. One day, the Buddha looks down from the Western Paradise into the depths of Hell. He recognizes a particularly nasty bandit suffering there.

Remembering the one kind act that bandit did in his life, sparing the life of a spider, the Buddha decides to give him a second chance. Taking a strand of silk from a spider web in his garden, he dangles it into Hell. The bandit sees it, and immediately starts to climb it. However, many other damned souls also grab at this chance of salvation. Fearing that they will snap the fragile silk, the bandit shouts at them to get off.

When some of them get near him, he tries to kick them off the silken strand. The force of the struggle, or perhaps the will of the Buddha, causes the silk to snap. The selfish damned souls drop back into Hell.

THE ANIME EXPLOSION CONTINUES

JULY 1993 RELEASES

THE SUPER DEFORMED DOUBLE-FEATURE

contains two SD (Super-Deformed) classic parodies. VHS Tape release. 7/15/93: Cat# AT093-004. SRP $34.95. Length approx. 50 mins.

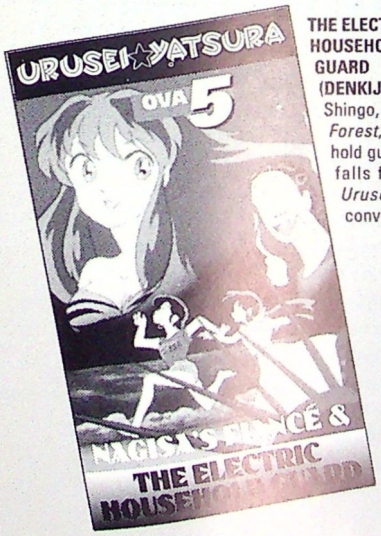
TEN LITTLE GALL FORCE: The ten members of *Gall Force*, who appeared in the original three part Space Opera are all gathered together in SD (super-deformed) form for this variety video, full of short gags. Also includes "The Making of the Gallforce Song," a live segment featuring all ten voice actresses.

SCRAMBLE WARS: A crazy parody anime, gathering together the popular Artmic characters and mecha. It's a big race set in the lawless land of Gaiarth. The sponsor is Quincy, Chairman of Genom, undoubtedly up to something. Entries in this clearly suspicious race include *Knight Sabers, Mercenaries of the Dark*, the *Gall Force*, and even *Ital* and *Sahari* from *Gaiarth* drop in. A truly demented update on the "Wacky Races!"

URUSEI YATSURA OVA #5

contains two *Urusei Yatsura* OVA's. VHS Tape release. 7/15/93. Cat# AT092-208.SRP $39.95. Length approx. 50 mins.

NAGISA'S FIANCÉ (NAGISA NO FIANCÉ) Lum, Ataru, Mendou and Shinobu visit an inn which Ryuunosuke and her father have opened. But when it turns out to be on an uninhabited island, with ghosts on it as well, chaos ensues yet again.



THE ELECTRIC HOUSEHOLD GUARD (DENKIJIKAKE NO ONIWABAN)
Shingo, a Ninja from the *Electric Light Forest*, becomes Mendou's household guard (private ninja), but quickly falls for Mendou's sister Ryoko. *Urusei Yatsura* Insanity in small, convenient packages.

MADOX-01/ RIDING BEAN LD

Laserdisc release. 7/25/93: Cat# AD093-004: SRP $64.95: CLV •Stereo • Approx. 100 mins. AnimEigo's first two titles, resubtitled and remastered especially for this LD release.

MADOX-01:METAL SKIN PANIC is an hilarious parody of the whole robot-suit genre.The prototype battlesuit MADOX-01 literally falls off the back of a truck in the middle of Tokyo, and ends up in the hands of college student Koji Sugimoto, who ends up zooming around in a machine he doesn't quite know how to operate. The army wants to blow him (and downtown Tokyo) to bits to get the suit back. All this while trying to keep a date with his girlfriend, Shiori, whose threatened to leave him if he's late. Also available on VHS tape. Cat # AT089-001 $39.95 .

RIDING BEAN In Chicago, ace courier *Bean Bandit (*along with his heavily armed assistant, *Rally Vincent)* rules the road, and operates on both sides of the law. Bean's latest cargo is a 10 year old girl who is worth 50 grand when delivered home. What he doesn't know is that she's already kidnapped, and he is about to be framed. Meanwhile the real kidnappers are making off with $2,000,000 in ransom money! Will Bean discover the ruse in time and evade Inspector Percy's relentless pursuit? No matter what, the Chicago Police Department is going to have a huge auto repair bill! Also available on VHS tape. Cat # AT090-001 $39.95 .

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THE FIVE STAR STORIES FILM SOUNDTRACK

Tomoyuki Asakawa

V I C T O R

★★★★

The soundtrack to the film of the *Five Star Stories* is a deeply romantic score, which contrasts heavily with the previous three Five Star Stories image albums. The image albums all took a progressive rock slant while the movie BGM uses an almost classic Hollywood approach to the score. Using a studio orchestra referred to in the credits as the F.S.S. ORCHESTRA, the music contains a full range of instruments like strings, woodwinds and horns to create a full blown romantic score.

Forsaking the darker side of the Five Star Stories, the music focuses on long, slow melodies and heroic fanfares to create a romantic fantasy universe. Only a few pieces which showcase organs and synthesizers offer a contrast with the majority of the album. Composed by TOMOYUKI ASAKAWA, whose compositional style reminds me of the film scores of Hollywood Arabian fantasy films, the music ranges from heroic fanfares such as **Sopp's Theme** to darker pieces like the organ dominated **Destiny**. In between lies an ample variety of slow melodic pieces that all contain slightly melancholy musical phrases.

In addition, there is the pop track **Far Away In Your Eyes** sung by YOKO NAGAYAMA, a very upbeat pop song that contrasts heavily with the orchestrated score but is a quality song none the less. All in all, this musical treatment of the Five Star saga works surprisingly well and is a welcome change of pace from the technopop soundtracks of most current anime offerings. ■ **VDR-1590**

★★★★★ ..... CLASSIC

★★★★ ..... EXCELLENT

ALL REVIEWS BY CHRIS KELLER

★★★ ..... GOOD

★★ ..... FAIR

★ ..... POOR

SUPER DIMENSIONAL CENTURY ORGUSS SOUNDTRACK ALBUM

Seiji Suzuki

ANIMAGE RECORDS

★★½

With the recent release of the first installment of the Orguss series by U.S. Renditions, I thought I would give the series soundtrack a listen. Unlike Macross, there was only one soundtrack release for the Orguss series. The reason seems rather simple; music was not a major emphasis on this series.

The opening and closing themes for Orguss, **Wandering Sky Hurricane** and **Gypsy Heart**, were sung by **Casey Lankin** and are even today two of the best and most distinctive anime theme songs. The instrumental tracks, however, leave a little more to be desired. Using arrangements that can only be described as the Tatsunoko "house style" in that they are similar to the music style in Macross, Mospeada and Southern Cross, the focus is on simple arrangements with strong repetitive beats. Unfortunately the music for much of Orguss doesn't progress past that.

There are some more melodic moments in the score but the melodies are not memorable enough to even remind you of the scenes in which they appeared. The instrumental of the opening theme is one of the better moments, but overall once you get beyond that the soundtrack is dominated by repetitive combat music and isn't very satisfying. ■ **30ATC-154**

HADES PROJECT ZEORYMER

FUTURELAND RECORDS

★★★

When you think of giant mecha shows, or as Gundam creator Yoshiyuki Tomino refers to them "giant warrior robot shows," their soundtracks usually have a distinctive style and feel. From the opening bars of **Crimson Loneliness** the music on the Zeorymer stakes out a claim to a place in the history of mecha show BGMS and adds to past traditions.

Crimson Loneliness opens with an uptempo horn riff and '70s guitar lead that instantly tells you all you need to know about Zeorymer. Its heritage is firmly rooted in the classic formula of the late '70s mecha shows but adds to it with just much higher production values. In this case that increased production value translates to better quality music.

The instrumentals use synthesizers as atmospheric effects of standard orchestral arrangements with strings and horns, such as in the militaristic beat and menacing build-up of the theme for the Hau Dragons. The aching strings of the track **Last Guardian** as well as many of the other action tracks all have their equivalents on numerous other mecha shows, but rarely if ever have they been so immaculately produced or performed. In fact it may not be that Zeorymer's music is so superior as much as its presentation and performance is.

Still, even with all its musical trappings of past mecha shows the music seems fresh and is so cleanly recorded that I found it surprisingly entertaining. For those who enjoy BGM from the mecha genre I recommend it.

■ **LD32-5085**

AD POLICE FILE-1 PHANTOM LADY

Various Artists

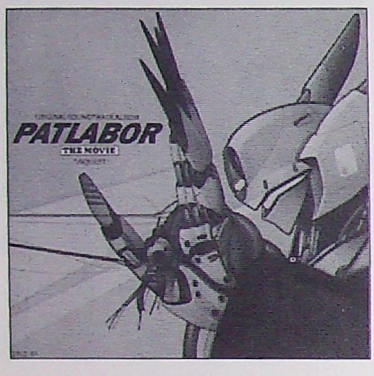
BANDAI

★★

The music in this spin-off of *Bubblegum Crisis* is not quite up to the quality of the original series. Part of the problem may be all of the different artists who shared in the responsibilities for scoring this first installment of the three-part OVA series. In any event, much of the instrumentals on the album are only slightly above average. The true bright spot of the album, however, is LOU BONNEVIE. While her vocal style is reminiscent of early '80s singers like Bonnie Tyler and Laura Brannigan, she manages to make the most of the three vocals she has on the album.

Other artists on this album are TOTO GENTICA, THE GOLD and IDENTITY CRISIS. Of the three, Identity Crisis' music (performed mostly by The Gold) is easily the closest to that of the Bubblegum Crisis series. The instrumentals are synthesizer-dominated tracks with midtempo rock percussion. In some cases heavy amounts of distortion-laden guitars are added for the more uptempo tracks.

The other half of the instrumentals on the album are performed by Toto Gentica whose style uses more atmospheric synth playing relying on exotic synthesizer voices. Their one vocal on the album, **Happy Days Are Here Again**, suffers from a poor vocal and melody. For fans of the Bubblegum Crisis series, AD Police File -1 is worth checking out for Lou Bonnevie's songs. The rest of the album is only for die-hard BGM collectors ■ **BCCM-7**



PATLABOR THE MOVIE "INQUEST" ORIGINAL SOUNDTRACK ALBUM

Kenji Kawai

WARNER BROTHERS

★★ ½

The music for the Patlabor movie "Inquest" is much darker than the music produced for the OVA series that led up to the film or the TV series which followed. Produced almost entirely on synthesizers and by Kawai himself, the score nevertheless contains some standout tracks. Unfortunately, since the plot of "Inquest" is that of a Cyberpunk mystery, much of the music is slow and filled with slightly off kilter melodies for the darker scenes.

Strangely enough it is the action music which makes up the best moments of the album. Whether they simply stand out more strongly compared to the macabre nature of the slower tracks or that they are simply better written and performed pieces of music is a highly personal call.

Overall there isn't that much to describe musically. Anyone who has heard the music from the Patlabor series is familiar with Kenji Kawai's style. Most tracks are built around heavy amounts of synthesizers with just enough electric guitar and acoustic percussion to give the music an organic feel. If there is a fault with most of Patlabor's music it is that there are very few memorable melodies. In the case of "Inquest" the best of these are contained in the action music. So if you prefer your soundtracks to be upbeat this may not be the album for you, but when the music does pick up it is at its best.

SPT LAYZNER BGM COLLECTION VOLUME 1

KING RECORDS

★★★

Despite the early cancellation of *SPT Layzner* there were many top notch elements that made up the show's limited success. Among them was the quality of the music. From the driving and plaintive rocker **Like Melos-Lonely Way** by AIR MAIL FROM NAGASAKI to the soft melodic soundtrack music, Layzer was definitely not a dissapointment musically. As mecha shows go much of the music in Layzer is suprisingly low key. Opposed to some scores, it eschews the classical or rock influences for more of a jazz sound. While shows like Macross used jazz to great effect, the compositions in Layzner are simply superior.

Much of the early part of the album is devoted to small ensemble jazz with some wonderful trumpet work. When the score does become more mecacing, especially in the earlier parts of the series, the score is understated and lends more of a dramatic air to the animation than some of the more histrionic music in other shows. When the music turns to the more combat themes such as the **S.P.T** theme, the compositional style has more in common with *Bubblegum Crisis* than *L.Gaim* or *Gundam*. This despite the more jazz oriented arrangements featuring horns and electric guitar rather than the banks of synthesizers prevalent in *BGC*. Whether the jazz leanings are a conscious decision or a Sunrise studio mandate, the music from Layzner succeeds much more often than the music from many other Sunrise shows.

At its worst the music in SPT Layzner Vol. 1 sounds suspiciously like the scores from the first three *Mobile Suit Gundam* movies, which I felt tried to disguise their jazz roots in grand orchestrations. Layzner however, seems more focused in its compostions and the arrangements aren't overblown. Still after the energetic opening theme it is amazing how downbeat the rest of the album becomes. While tracks 1, 6, 7 and 11 make the album definitely a success, this is not an album for those looking for upbeat action music. Still if your not scared off by the downbeat nature of the music or just happen to have the good taste to be a S.P.T Layzner fan then you'll want to give this album a listen. ■ **K32X 7005**

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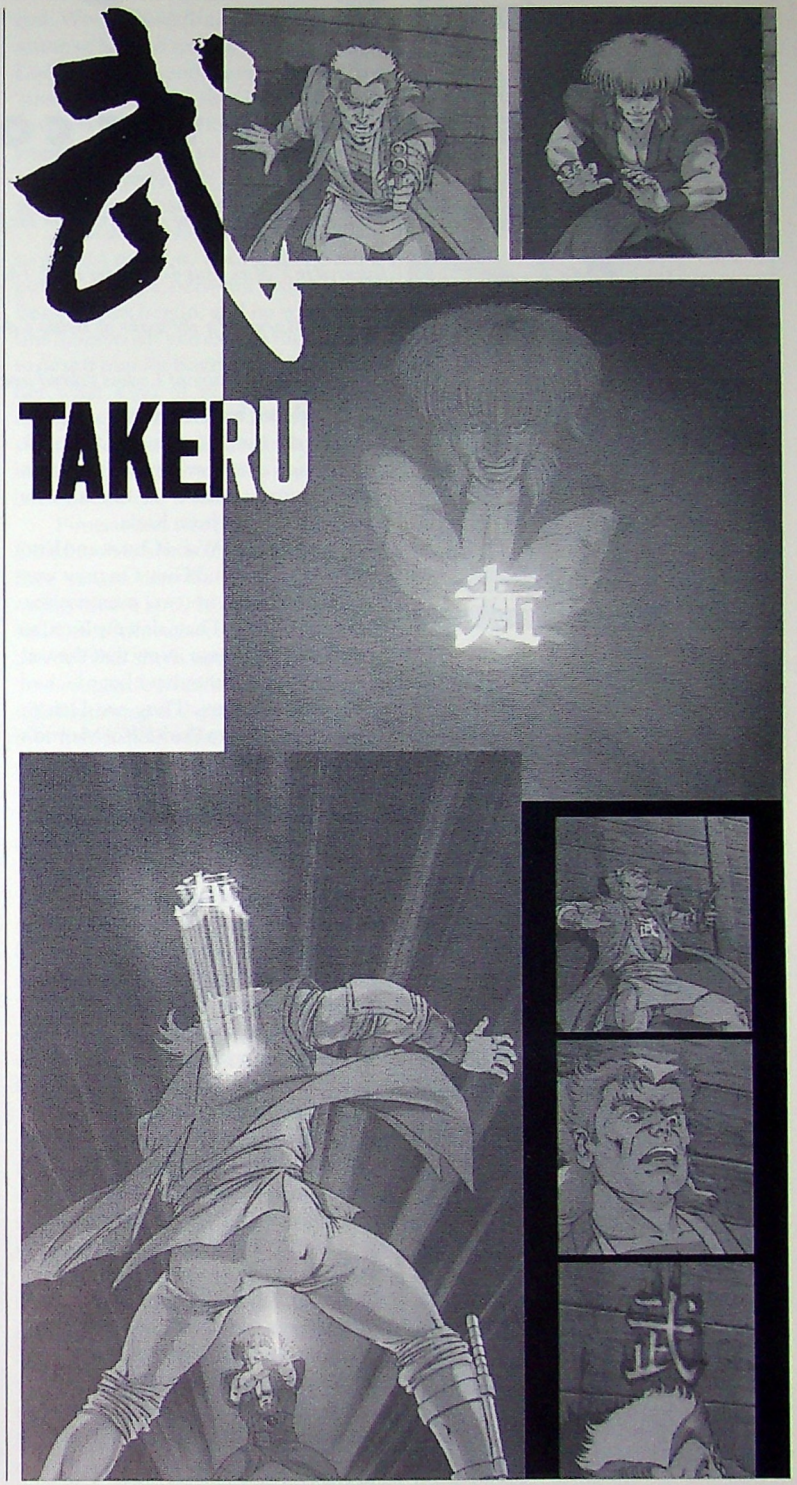
Starting next issue, the BGM reviews will be incorporated into the renovated 'Choice Cuts' department. Shinjuku Loft shall become a spotlight section for anime/anime-related musical artists.

The Ed.

❖ *'Terasawa' from page 12*

them to manga. The set-up he uses would be familiar to diverse American computer users, with a Macintosh computer at the heart of a system that also incorporates scanners, color laser printers and graphics software including paint programs. Future manga and anime will no doubt be influenced by the technology and techniques Mr. Terasawa is pioneering. The release date for the first volume of Takeru, due out the fall of '92, may mark as significant a milestone in the history of anime and manga as the start of the career of Osamu Tezuka, the revered late founder of the industry.



The story of Takeru is classic Terasawa. The setting can be described as a blend of futuristic high technology and the medieval Orient. The hero has the power to manipulate physical conditions by the use of Chinese characters.

For instance by inscribing the character for 'Fire' on his palm and thought projecting it onto an object, say a tree or deserving person, he can cause said object to burst in flames.

As to the personalities of the main characters, according to Terasawa "I have a central pool of character types from which to draw on for my manga which I put in different situations and manipulate according to whatever type of story it is." So fans of earlier Terasawa work should be well familiar with the characters in Takeru.

Finally, it is worth noting that the film and video premieres of Terasawa's latest work, Kabuto, were at Anime Expo '92. Both were well received by Terasawa's many American fans. Terasawa is no doubt poised to make his presence felt both in Japan and abroad as a trend-setting comics talent of major importance. 完

LODOSS WARS • THE CONCLUSION

BY
GALEN JANG

The mercenaries Celis & Olson

Leilia / Karla

Wood Chuck / Karla

This is the conclusion of our article on the fantasy OAV series, Record of Lodoss Wars featured in V.Max issue 4 (episodes 1–7). The kingdom of Vallis has been saved from King Beldo of Marmo. In the wake of Beldo's defeat, the shadow of Kardiss the Destroyer returns, and the future of Lodoss Island and the world hangs in the balance.

8: Requiems for Warriors

In *Vallis*, the kingdom mourns the passing of King Farn. Elsewhere, Gim carves an elaborate hairpiece for Leilia as he swears to free her from Karla.

Pern, Deidrit, Wood Chuck and Etto race to join Slein and Gim. On their way they are spotted by two mercenaries, **Celis** and **Olson**. The pair were hired to protect a small village. Now that the war is apparently over, they have been kicked out by the villagers. They see Deidrit and mistake her for a Dark Elf of Marmo's army. Out of some remaining obligation or sympathy towards the village that kicked them out, they attack the group.

Pern manages to subdue Celis while Deidrit explains the misunderstanding. Olson attacks, thinking Celis is in mortal danger. Seized by his berserker fury, he carves up the landscape. Celis has to stop him herself, crying that she is all right, and that there's no danger to her or the village. Gradually, Olson eases out of his fury and Celis embraces him tearfully.

Gim enters Karla's castle. Karla taunts him, saying that her form is Leilia's body and Gim will do nothing to harm it. Pern and the others arrive just in time to save Gim from being smeared all over the floor. They attack Karla both physically and magically, but Karla is just too strong.

Pern bounces off Karla's force field and is about to fall to his death when Karla herself saves him. Karla's odd action is an attempt to get Pern to join her self-appointed cause. Her life force originally survived the destruction of the ancient sorceror's kingdom of *Kastrula* five hundred years ago. Since then, out of a perverse love for Lodoss Island, she has instigated chaos and destruction over the years in order to keep Lodoss' inhabitants divided and backward. That way, no kingdom of Lodoss will ever attain the overwhelming powers Kastrula had and destroy itself and Lodoss in the process. As she tells Pern "Many small wars are better than one big war."

Bewitched, Pern is about to succumb to her powers when he looks at his father's sword. He remembers his father and how he died in a conflict engineered by Karla. He cries out that people are not horses to be controlled by such as she.

Karla lets loose a stream of pure force. Gim takes the blast directly and stands by sheer stamina. Walking slowly towards Karla against the flow of magical power, he cries out "You are Leilia!" When the pain becomes too great for him, he falls. The hairpiece he was fashioning falls onto the ground.

Karla sees it, and the Leilia part of her rebels. Karla's personality is held back for a split second. Pern and Deidrit attack. However, Karla regains control and repels them.

At that moment, Gim musters his strength with a supreme force of will and cuts the headband from Leilia with a neat stroke. Lelia screams as the spirit of Karla is expelled from her body. Seeing his task accomplished, Gim the dwarf falls, never to rise again.

While the others mourn Gim, Wood Chuck's greed leads him astray for the last time when he is seduced by the headband of Karla. Slein tells the

weeping Leilia that Gim died content knowing he had accomplished what he set out to do.

9: Sceptre of Control

On the dark island of *Marmo*, the wizard Bognard talks with Pirotase the Dark Elf girl. He tells her that Kardiss, the Goddess of Destruction, can be raised. However, the sacrifice of an immortal is needed; specifically, the sacrifice of a high elf like Deidrit.

Ashram is having trouble taming the demon sword Soulbreak. Bognard says that whoever controls Soulbreak controls Marmo Island. Ashram is not likely to have complete mastery any time soon. However, he can get the Sceptre of Control from the Ancient Dragon Shooting Star, by which he could easily control the whole of Lodoss Island as well.

On the other side of the conflict, romance is developing between Slein and Leilia. Pern is undergoing another grueling training session with Kashu when a messenger arrives from *Flaim* telling him that Shooting Star is on the rampage again. Kashu immediately starts to leave. Pern asks to accompany him. Kashu replies that Pern should spend more time improving his skills instead of running off adventuring. Besides, Kashu muses, as a comrade Pern's current skill level would prove more of a burden to him than a help.

That remark sends a blow to Pern's pride. As he sits sulking, Deidrit comes by and says he should be glad he's not going. Shooting Star is one of the most powerful dragons and many knights and wizards have gone against it and fallen.

Bognard is in his inner sanctum when **Wood Chuck/Karla** pays him a visit. Bognard mocks Wood Chuck/Karla, saying that Karla's form of immortality requires fresh bodies periodically, no matter how poor the quality. What fear and respect he felt for Karla is gone.

Karla's plan to destroy the leadership of Lodoss and Marmo and invite chaos yet again has worked too well. Now Bognard has the opportunity to raise the ultimate being of evil, Kardiss the Destroyer. As Bognard tells the Karla, even he will have trouble defeating a god. Wood Chuck/Karla knows that the return of Kardiss spells the total doom of Lodoss, Marmo, and the entire world. By 'protecting' Lodoss, the Grey Witch may have sown the seeds for the total annihilation she wanted to prevent. But for now, he merely tells Bognard that he shouldn't let himself be caught off guard.

Pirotase tells Ashram that she has to go on a mission. With Beldo dead a power struggle between Ashram and Bognard has begun, and he wonders if this mission isn't an excuse for Pirotase to desert him for Bognard. Ashram asks her what kind of poison Bognard is filling her head with. In reply, she slashes her arm as a demonstration of her loyalty and vows that she will be back before the wound heals.

Pirotase and two dark elves go after Deidrit while she is alone in the forest. Pern senses that she is in danger and rushes to save her. He is joined by Olson and Celis. After a brief combat, Pirotase decides that she is not going to find out how tough a berserker can be. Deidrit tells Pern some of the things Pirotase had told her, namely that Ashram is going after the Sceptre of Control.

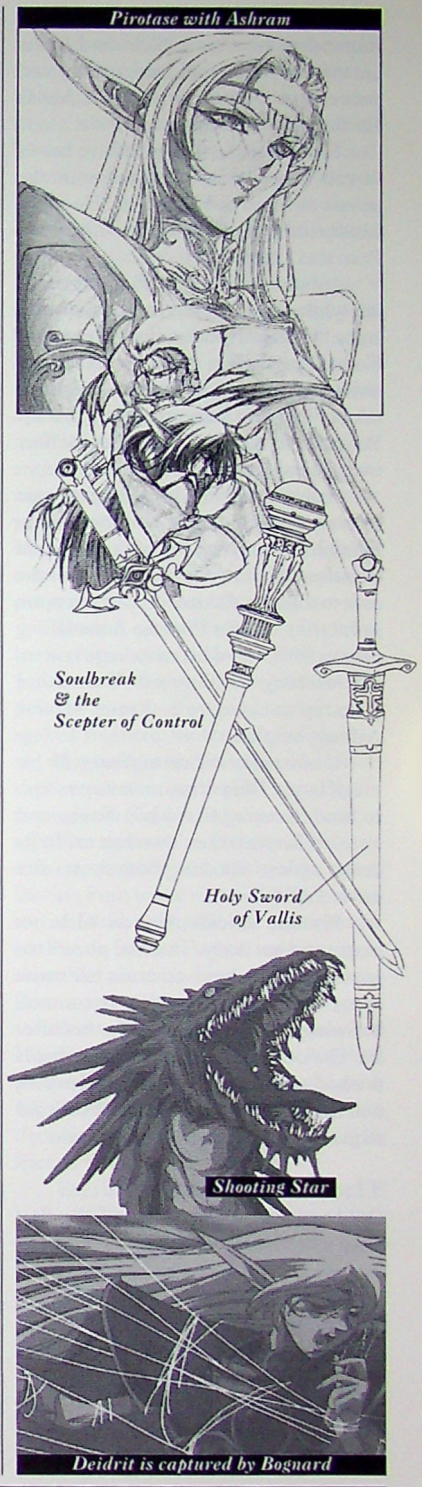
Now Pern has an excuse to join Kashu. He rides with Deidrit, Celis and Olson to tell Kashu this new information.

10: Demon Dragon of Karyu Mountain

Kashu brings a fully equipped army to do battle with Shooting Star. All their weapons prove useless against the huge dragon. The stubborn Pern uses a ballista to shoot an arrow at Shooting Star. The arrow manages to hit an eye, and Pern's hands are burned.

Above the dragon's lair, Ashram says that he can feel Soulbreak calling out to the blood of Shooting Star. Pirotase counsels caution. "You are wasting your strength like a goblin...Never underestimate an Ancient Dragon."

Celis binds Pern's wounds. She says that foolhardiness is not a virtue, but that is Pern's chief quality and it makes him charming. She also remarks that humans are probably nothing but insects to Shooting Star. Deidrit walks in and says that human life and insect life are the same. All life is equally precious.



Pirotase with Ashram

Deidrit is captured by Bognard

In the *Temple of Marfa*, Nis senses an impending cataclysm. Slein and Leilia are asked to go on a journey to try and prevent it. Nis then prays to Marfa Earthmother for strength.

Kashu decides to use the three lances forged long ago and imbued with the power of Mairi the War God. He takes one for himself and gives the other two to Pern and Olson.

Ashram sneaks into Shooting Star's lair while the dragon is out burning villages. He easily takes the Sceptre of Control just when Pern and company arrive. Aware that its treasure has been taken, Shooting Star comes back in fury. Yet even its dragon fire proves ineffective against the power of the sceptre.

Ashram says that he will be the one to slay Shooting Star and become a Dragonslayer. However, with a sweep of its wings Shooting Star causes part of the cave to collapse. Ashram drops the sceptre as he tries to save Pirotase from falling over a cliff. One of his entourage is actually working for Bognard. The traitor picks up the sceptre and runs, leaving Ashram helpless.

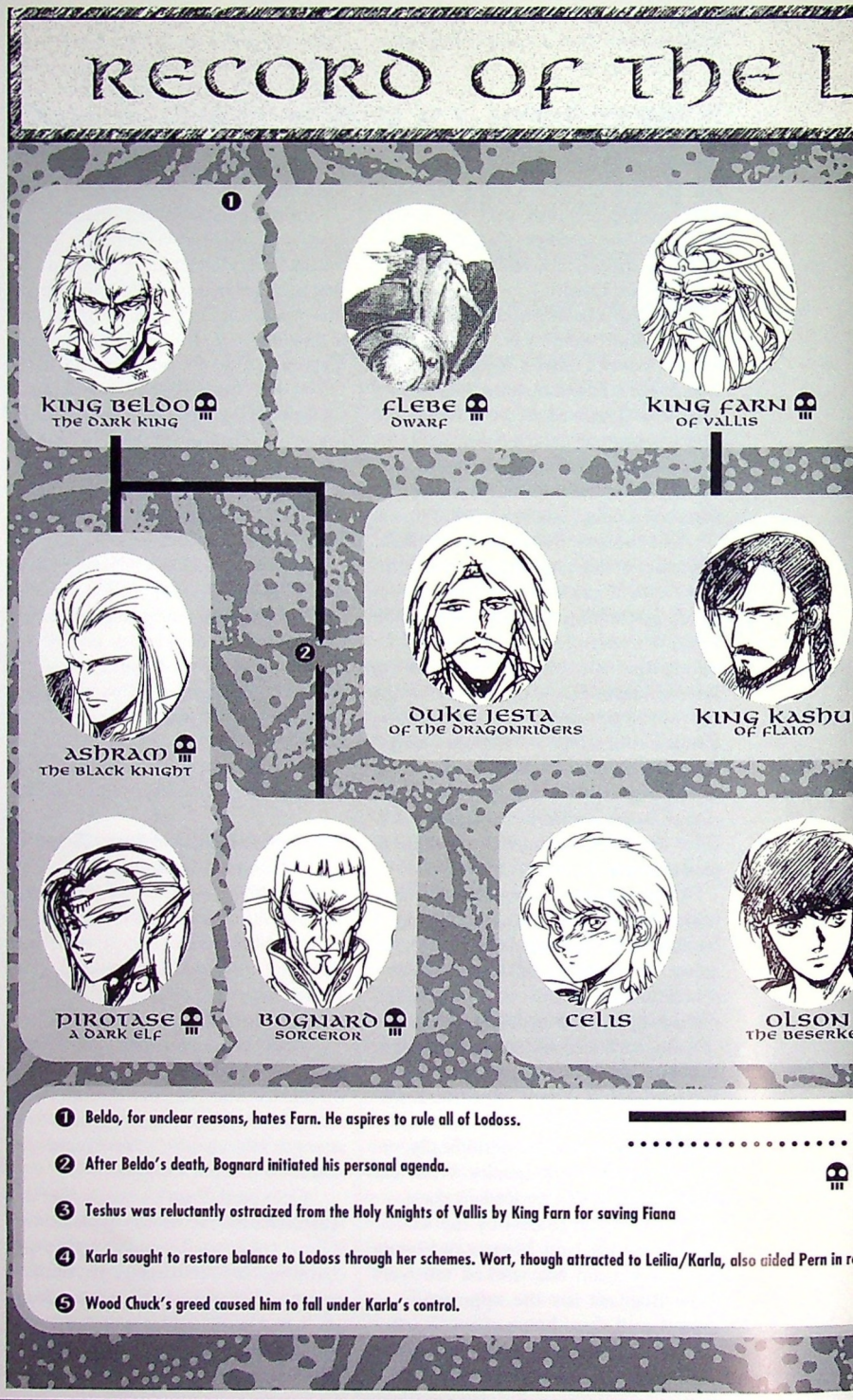
Olson strikes Shooting Star with his magic lance. Deidrit summons up a slyph to bind Shooting Star while Kashu and Pern strike with their own lances. In its death agony, Shooting Star spews fire toward Ashram.

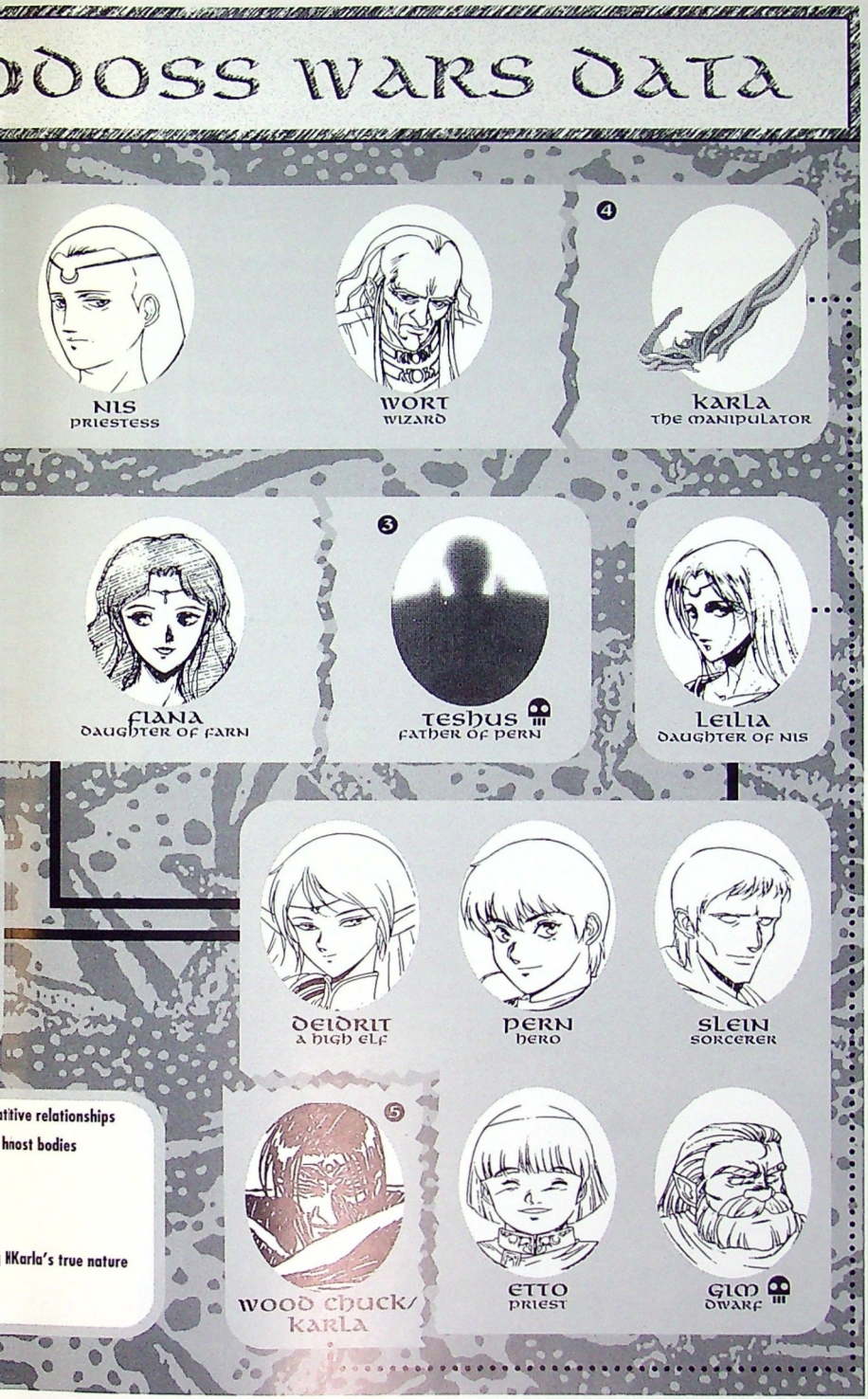
Pirotase shields Ashram with her magic and her body. The trial proves too great for her. Ashram cries out her name in agony. Pirotase passes away content, knowing that Ashram cares for her after all. The despondent Black Knight holds the body of Pirotase as both of them sink into the ground. Far off, Pern gazes at the tragic scene in thoughtful reflection.

11: Sorceror's Ambition

Deidrit is taking a nap beside the fireplace when Pern actually does something thoughtful and romantic for her. Celis stands outside the room and knows she has no chance with Pern. She silently trods out, and when Olson asks her how it is going she tells him to shut up and talk about something else.

Kashu says that some strange reports are coming in from Marmo Island.





After the death of Beldo and the supposed death of Ashram, the island should have returned to its original chaotic state. Instead, according to the reports, the whole island seems to be coming alive. There is the sound of the very land moving and even the demons are scared. There is the possibility that Kardiss is involved. Kashu decides to lead a force onto the island to investigate.

Ashram lies on the floor of what's left of Shooting Star's lair, giving up on hope and life. Karla appears and asks him if he wants to end his life as a discarded tool of Bognard. He points out that the Sceptre of Control can be used to raise Kardiss the Destroyer, and tries one more strategem to prevent Bognard from using it for that purpose. He encourages Ashram to go after Bognard, pitting a power of darkness against a power of darkness to prevent the coming of a greater evil.

Ashram raises Soulbreak. It glows. In his utter grief, despair and anger, Ashram has achieved total control of the demon sword. Swearing vengeance against Bognard, he sets out for Marmo.

Bognard attacks Pern and while they are alone together. Neither Pern's prowess nor Deidrit's elemental magic is effective against him. He traps Deidrit in a magic bubble and spirits her away, leaving Pern to die on a collapsing stone tower. Deidrit uses the last of her magic on Pern's broken sword, causing it to shine like a beacon. Her gambit works as Pern is rescued by their friends.

Pern wakes to find he has lost Deidrit. Leilia tells him that Bognard probably wants her as a sacrifice to raise Kardiss. Pern takes her loss badly. He decides to set out for Marmo alone. His friends follow him, of course.

Etto brings the white Holy Sword of Vallis for Pern and says that Fiana wants him to have it for this quest.

12: Showdown On The Dark Island

Bognard prepares for the ritual to raise Kardiss. The entire altar has to be moved into the *Temple of Faralis* in the deepest cavern of Marmo.

Meanwhile, Pern's band arrives on Marmo. Kashu's fleet follows with the

A sacrifice is prepared

The Holy Sword & Soulbreak are joined

Deidrit saved

Dragonriders providing aircover. Ashram walks in alone with Soulbreak, destroying all in his path.

Nas the Dark Dragon senses the coming of the Dragonriders and raises up from its underground lair. Maisen the Gold Dragon flies to challenge it.

Wort and Karla watch the ensuing conflict. Wort asks if Karla is just going to stand by and watch as Kardiss is resurrected. He replies that he is just an observer. It's people who make history, not him. After continued prodding by Wort, Karla says that he is just trying to save Lodoss.

Pern has to leave his friends behind one by one as they have to combat the various menaces in the palace. Leilia and Slein battle a gelatinous creature. Etto is tied up battling a demon that is the fusion of hundreds of spirits. Meanwhile, Ashram has already reached Bognard.

Bognard laughs and says "Who brings you back from hell?" Ashram replies that Bognard shouldn't do something that would require the assistance of a god. Bognard says that he is not the one who asks for this power; it is Kardiss that asks to be resurrected. He is just a puppet now, but once he has the power of Kardiss the entire world will be his toy.

They fight. At first, Soulbreak's power seems to be able to hold back Bognard's sorcery.

13: The Scorching Land

Battle rages all over Marmo. In the air, Nas and Maisen fight to the death. On the ground, Celis, Olson, Kashu and his army has to face an army of corpses they just killed—revived by the malevolent energy of the resurgent Kardiss.

Bognard, gorged with that same power, is giving Ashram a fierce beating when Pern arrives. Pern fights Bognard, but the sorceror has grown too strong. Just when Bognard laughs that the end has come, Ashram gets behind him and says "Your end." just before he slices into Bognard's head. Bognard jeers that he has eternal life and falls through a hole in the floor.

Pern rushes to save Deidrit, but Ashram stops him. Pern asks him if he wants Kardiss to come back and destroy everything. Ashram merely replies that they must fight to determine the destiny of Lodoss.

After a few moments of fighting, Bognard comes back screaming. Before he and Ashram kill each other, Bognard destroys the Sceptre of Control. Now nothing, he jeers, can stop Kardiss from returning.

Pern takes up both Soulbreak and the Holy Sword and rushes at the altar. The two swords with their directly opposite forces manage to crack the barrier of the altar and Pern saves Deidrit. The destruction of the altar breaks the power of Nas the Dark Dragon as well as the army of the living dead. Karla leaves, saying that if the balance of history is tipped once again, he will be back.

Celebrations erupt at the capital of Vallis. Pern quietly leaves, intending once again to go alone. He is met by Kashu who says that he won't hold Pern back. He gives Pern his own sword and a new title, the Knight of Lodoss.

At the door, Pern is yet again greeted by Deidrit who says "Are you going without telling me? Lodoss is too big if you are going to walk alone." As their friends watch them ride off, Slein predicts that they will meet again. After all, they are all as one. 完

CAST

Pern	Takeshi Kusao
Deidrit	Yumi Toma
Gim	Yoshisada Sakaguchi
Etto	Kappei Yamaguchi
Slein	Hideyuki Tanaka
Woodchuck	Norio Wakamoto
Karla / Leilia	Yoshiko Sakakibara
King Farn	Osamu Saka
Princess Fiana	Rei Sakuma
King Beldo	Tairo Ishida
King Kashu	Shuichi Ikeda
Bognard	Takeshi Aono
Ashram	Akira Kamiya
Pirotase	Taenoko Tamagawa
Celis	Minami Takayama
Olson	Susumu Hayami
Wort	Tamio Oki
Narrator	Ichiro Nagai

STAFF

Head of Production	Rekigen Kadokawa
Original Work by	Hitoshi Yasuda
	Ryo Mizuno
Music by	Mitsuo Hagita
Opening Theme Song	"Adèsso e Fortuna"
Ending Theme Song	"Fantasia of the Wind"
Arrangemen	Mitsuo Hagita
Singer	Sherry (Victor Records)
Original Character Draft by	Yutaka Izubuchi
Character Design by	Yuki Nobuteru
Minor Character Design by	Minowa Yutaka
Producers	Kensho Ikeda
	Masao Maruyama
Script Writers	Osane Watanabe
	Kenichi Kanemaki
Series Directors	Akinori Nagao
	Omori Tatsu
	Masahisa Yamada
	Kazunori Mizuno
	Akio Sakai
	Hirotsugi Kawasaki

NEXT ISSUE

Next issue V.Max introduces its all new Choice Cuts. Featured will be reviews of the latest anime, manga, BGMs, models, & video games

GIANT ROBO

LOVELY & ANGELS

Ha delle riviste animate? Si, ne ho una.....
.....V.Max

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MACROSS 2 VOL. 5	50.40
MACROSS 2 VOL. 6	50.40
MACROSS FLASHBACK 2012	92.40
MACROSS MEMORIAL BOX SET	627.27
MACROSS MOVIE (ORIGINAL)	79.50
MACROSS THE MOVIE UNCUT CAV VERSION	155.40
MACROSS TV—VOL. 1	102.90
MACROSS TV—VOL. 2	102.90
MACROSS (ENGLISH DUBBED)	99.75
MAD BULL 34 "HIT & RAPE"	51.45
MAD BULL 34 PART 2	50.40
MAD BULL 34 PART 3	48.93
MAD BULL 34 PART 4 GOODBYE SLEEPY	48.93
MADERA 1	102.90
MADERA 2	102.90
MADO TOSHI—ASTALOT	62.73
MADOX 01	102.90
MAI NICHI YOBI	71.40
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MAISON IKKOKU KARAOKE	50.40
MAISON IKKOKU MOVIE	102.21
MAISON IKKOKU OVA	58.80
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MAJI! 2	48.67
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MAJYO NO TAKKYUBIN (KIKI'S DELIVERY)	102.90
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MEGAZONE 23—PART 2	81.90
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METAL JACK VOL. 7	60.90
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MOONLIGHT & CHERRY BLOSSOMS VOL. 1	55.65
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ORANGE ROAD TV—VOL. 6	81.90
ORANGE ROAD TV—VOL. 7	81.90
ORANGE ROAD TV—VOL. 8	81.90
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PATLABOR P-3	79.52
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SHONAN BAKUSOUZOKU 3	77.38
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UTSUNOMIKO OVA—VOL. 5	50.40
UTSUNOMIKO OVA—VOL. 6	50.40
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RETURN OF ULTRAMAN VOL. 3	100.15
RETURN OF ULTRAMAN VOL. 4	100.15
RETURN OF ULTRAMAN VOL. 5	100.15
RETURN OF ULTRAMAN VOL. 6	100.15
RETURN OF ULTRAMAN VOL. 7	100.15
RETURN OF ULTRAMAN VOL. 8	100.15
RETURN OF ULTRAMAN VOL. 9	100.15
RETURN OF ULTRAMAN VOL. 10	100.15
RETURN OF ULTRAMAN VOL. 11	100.15
RETURN OF ULTRAMAN VOL. 12	100.15
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ULTRA Q VOL. 6	97.23
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ULTRAMAN 80 VOL. 6	64.89
ULTRAMAN 80 VOL. 7	64.89
ULTRAMAN 80 VOL. 8	64.89
ULTRAMAN 80 VOL. 9	64.89
ULTRAMAN 80 VOL. 10	64.89
ULTRAMAN 80 VOL. 11	64.89
ULTRAMAN 80 VOL. 12	64.89
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ULTRAMAN TARO VOL. 5	63.00
ULTRAMAN TARO VOL. 6	63.00
ULTRAMAN TARO VOL. 7	63.00
ULTRAMAN TARO VOL. 8	63.00
ULTRAMAN TARO VOL. 9	63.00
ULTRAMAN TARO VOL. 10	63.00
ULTRAMAN TARO VOL. 11	63.00
ULTRAMAN TARO VOL. 12	63.00
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ULTRAMAN VOL. 3	100.15
ULTRAMAN VOL. 4	100.15
ULTRAMAN VOL. 5	100.15
ULTRAMAN VOL. 6	100.15
ULTRAMAN VOL. 7	100.15
ULTRAMAN VOL. 8	100.15
ULTRAMAN VOL. 9	100.15
ULTRAMAN VOL. 10	100.15
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ULTRASEVEN VOL. 5	100.15
ULTRASEVEN VOL. 6	100.15
ULTRASEVEN VOL. 7	100.15
ULTRASEVEN VOL. 8	100.15
ULTRASEVEN VOL. 9	100.15
ULTRASEVEN VOL. 10	100.15
ULTRASEVEN VOL. 11	100.15
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SAMURAI TROOPER	23.10
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KOHORU KOHIRUIMAKI "TIME THE MOTION"	31.58
KOHORU KOHIRUIMAKI: CALL MY NAME	33.60
KOHORU KOHIRUIMAKI: NO PROBLEM	33.60
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Paper Theater

Irritated at the low production quality of recent OVA's? How do the Japanese this stuff is intended for feel? An indication is a nickname for OVA's circulating among the Japanese fans. **Kami shibai** is the paper theater used in Japan to tell children's stories, and was very popular in pre-TV days. Well Japanese fans apparently feel, with their low cel count, bad art and editing and other signs of terminal low budget, that the anime production companies are telling them fairy stories. Namely, that this stuff is worth buying.

Ryoga Noogies

The good news is: **Rumiko Takahashi** has been introduced to a mainstream American market. The *Ranma* video game is at a video game store near you. The bad news: it's come as *Street Justice*. That's right, as you read this your favorite characters are hitting the American public as cutesy cousins of the steroid cases from *Street Fighter II*.

Cima Later, Alligator!

Talk about making sure somebody dies! The finale to **Gundam 0083** had our favorite little Zion go out for sure. Talk about unconscious metaphors. And didn't we see this on the last episode of **Tiny Toons**?

Can We Make A Deal?

Careful shopper's rule: don't buy OVA episodes when they first come out. Waiting until the compilations are out results in big savings.

Examples include the **Gall Force Earth Chapter** collection. The new compilation price: all three disks for 9900 yen, including the music video! Or check out **Vampire Princess Miyu**. Originally, each episode went for 5400 yen apiece. The new compilation price for all four disks: 14,800 yen. An approximately 30% savings! And last but not least: the **Gundam 0083 Stardust Memory** collection. All thirteen chapters with 5 additional minutes focusing on the character of *Cima*, all at a reduced price per disc. Look up our **Coming Soon** section for other great values.

Murder on the Orient Express

First *Streamline Pictures* "adapts" not one but two anime shows at once, double-featuring **Neo-Tokyo Stories (Manie Manie)** with **Silent Möbius**. For his next feat of cultural ledgerdemain, Mr. Macek and company apparently intends to bring the whole arsenal of Asian culture on his head. Asked to dub **Romance of the Three Kingdoms**, the anime mega-production based on the Chinese classic, he has decided to rename it as (aack!) **Quest of the Three Kingdoms**!

Not content to anger the spirits of generations of Asian scholars,

Streamline is also bringing **Capitol City Stories**, *Rin Taro's* latest horror epic, as **Doomed Megalopolis**.

Kabuto

Fans of Kabuto, Buichi (Cobra) Terasawa's sword and sorcery adventure set in medieval Japan have probably heard about the OVA series. Did you know there was also a cable TV series? More faithful to the original manga, this series ran on the NHK satellite channel and covered the first two volumes of the original manga. Now being released as a laser disk box from NHK Vook (no misprint), the total playing time is 240 minutes, and the price is 14,000 yen. Order is JSLA-12072.

Wanna Be A Star?

Ever feel pangs of jealousy when **City Hunter** comes on and you think to yourself, "I can be a better Ryo Saeba." Ever wanted to stand for hours in front of a hot microphone? Do you breathe? Then you could be an anime voice actor.

CHK is running ads in **Anime-V** for new voice actors and actresses. Send in a photograph and resume to CHK voice actor center (Anime-V branch). Or if you just want to sound like a voice actor, there are also voice actor schools. For 5000 yen for basic registration and 2000 yen for instructional material you get six months of training, one day a week, three hours a class. 完

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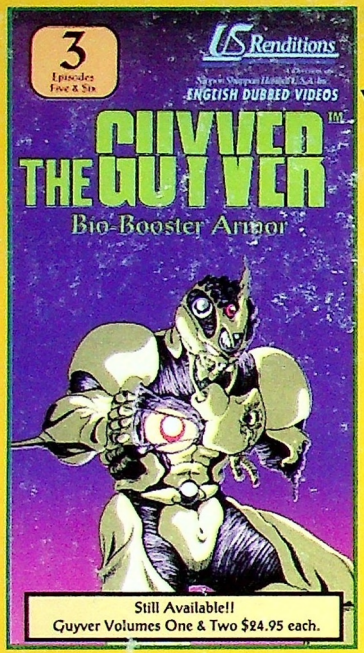

Still Available!!
Guyver Volumes One & Two $24.95 each.

GUYVER VOLUME THREE USR-VD17
Volume 3 Episodes Five & Six

In Episode Five, "The Death of the Guyver," Chronos Japan transforms Makishima into Enzyme, a powerful Zoanoid created to eliminate the Guyver. To force a confrontation with Sho, Commander Guou again kidnaps Mizuky and Tetsuro. They are taken to the mountains and forced to watch as Sho and Enzyme battle in a fight to the death!

In Episode Six, "Terminal Battle! The Fall of Chronos Japan," Tetsuro and Mizuky are held hostage at Chronos headquarters. Meanwhile, Guyver III's identity is revealed as he initiates his plan to destroy Chronos. Will Guyver regenerate in time to save Tetsuro and Mizuky!!

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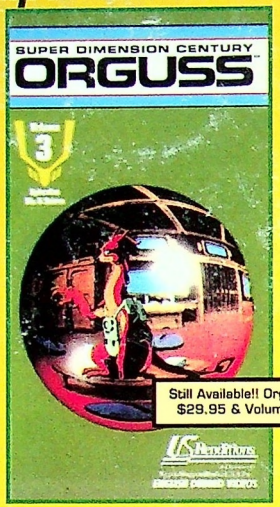

Still Available!! Orguss Volume One (90 min.) $29.95 & Volume Two (60 min.) $24.95.

Super Dimension Century, Orguss
VOLUME 3 Episodes Six & Seven USR-VD18

Episode Six, "Vanishing Point."
The Emaan are in desperate need of new supplies when Jabby discovers a secret vineyard. While gathering the new crop, Jabby recounts his origin to Kei. Suddenly, the Chiram attack and Jabby warns the Emaan about an eminent dimensional shift!

Episode Seven, "I Love You."
Weary of endless Chiram aggression, the Emaan flee toward the Straits of Gibraltar and their homeland. Kei must contend with Slay's jealousy, Mimsy's uncertainty, Mome's advances, and an attack from the Chiram Navy!
What's a guy supposed to do?!

Super Dimension Century, Orguss
VOLUME 4 Episodes Eight & Nine USR-VD19

Episode Eight, "Runaway." The Chiram Navy continues to pursue the Glomar as it nears the port of Lyon. Meanwhile, Kei tries to tell Mimsy about his feelings, but must again face her indecision and Slay's bitterness. As usual, the Chiram disrupt the personal turmoil in another senseless attack!

Episode Nine, "Revolution." The Emaan continue their journey homeward, but stop in France in order to sell some goods. However, the oppressive French government is only interested in weaponry to keep the civilian population under control. Kei and Mimsy get embroiled in the French revolution and must help "Joan of Arc" capture the menacing Smash Cannon before it destroys the underground!

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